

BradyGAMES
STRATEGY GUIDES

OFFICIAL STRATEGY GUIDE

By DAVID CASSADY

THE
ULTIMATE
SOURCE
FOR THE
ULTIMATE
GAME

FINAL FANTASY VII

Now for the PC.

SQUARESOFT

EIDOS
INTERACTIVE

OFFICIAL
STRATEGY
GUIDE

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Now for the PC.

By DAVID CASSADY

SQUARESOFT

EIDOS
INTERACTIVE

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This book is dedicated to my grandfather, Rev. Donald Cassady, who passed away during the writing of this book. We'll miss you, grandpa.

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GAME BASICS

This section provides a few tips on exploring, battles, managing your inventory, and equipping your characters. For more specific information, I urge you to check out the training rooms located in the Sector 7 Slums and Junon. In these areas, you'll find complete tutorials for all the basics in a graphic demonstration.

GENERAL TIPS

- Save often—you never know what lies around the next turn.
- Talk to everyone—several times. Some characters won't spill their guts the first time you speak to them; however, they'll tell you everything the second and third times around.
- Major events in the game often change what some characters say and do. If something earth-shattering occurs, revisit nearby villages to see if anything has changed.
- After acquiring a vehicle, leave it in a place where you can easily retrieve it. Otherwise, you can easily get completely cut off from your transportation.
- Riding Chocobos is a fun way to get around quickly, but it's not always the best choice. The random battles that occur while traveling between towns are critical for raising your levels and fattening your wallet.

ITEMS

- Carry lots of **Potions**, **Ethers**, and **Phoenix Downs**. These items help the most during battles when your magic runs dry.
- Keep your inventory organized. If things aren't to your liking, group them so that they're easy to find and use. You don't want to waste time during a battle searching for an X-Potion that you desperately need.
- Most status effects—either good or bad—only last until the end of a battle. You should carry a few of the items that cure such effects (four or five tops) just to be safe. However, don't waste Gil loading yourself down with lots of useless supplies.
- Look for special items like **Power Source** and **Guard Source** to give your characters a boost. Each "Source" permanently increases one of your character's statistics by a point.
- There are several items in the game that have no use and just as many that appear useless, but in fact aren't. Think about where you might be able to use the odd items that appear. As your levels increase, some items will become less effective. Potions, for example, will no longer heal enough to be worth carrying.

WEAPONS & ARMOR

- Always equip new armor and weapons when you obtain them. You should occasionally check your inventory to ensure you didn't miss the addition of a new item to your inventory.
- The strongest weapon is not always the best choice. Always take into account how much Materia a weapon can store and what kind of effect it has on the Materia's growth rate.
- You don't need to purchase each new weapon and piece of armor you find. You should keep your main party outfitted in the latest gear, but only buy items for inactive characters if you have an *overabundance* of Gil.
- Your armor and accessories can seriously affect the outcome of a battle. For example, an enemy that uses nothing but water-based attacks will have trouble injuring someone equipped with the **Water Ring**.
- Items like the Water Ring enable your party to use normally harmful spells for healing purposes.
- Choose weapons and armor that best fit the roles you've chosen for a character. Fighters need fewer Materia slots than magic users. If you have a lot of empty Materia slots, you may not be utilizing the best armor or weapon.

MATERIA & SPELLS

- Throughout your adventure, you'll have the opportunity to buy lots of Materia. Although you can find most of it just lying around, you may want to buy a second Materia crystal for essential spells like **Cure** and **Life**.
- "**All**" is one of the most valuable Materia in terms of eliminating multiple enemies. In addition, it can also be teamed up with a Materia that gives the entire party bonuses, like "Restore" or "Time."
- Each Materia gives the equipped character certain bonuses and penalties. Avoid overloading characters with Materia that have heavy penalties or you may seriously decrease the character's effectiveness.
- **Summon Materia** is sometimes difficult to find. You should search everything and everywhere as you explore. If you can't enter an area at one point in the game, return later and the path may have opened.
- Some of the most valuable spells cause no damage at all and are commonly overlooked. If you want to master Final Fantasy VII, you must learn how to effectively use Materia like "**Time**" and "**Mystify**."

BATTLES

- ❑ Characters equipped with short-range weapons (swords, staves, etc.) inflict less damage while standing in the back rank. Even if they're in the front ranks, they still cause less damage if they're forced to attack an opponent's back ranks.
- ❑ Characters equipped with long-range weapons can attack from the front or back rank *without* weakening their attacks. They can also attack an opponent's back rank without a loss of power.
- ❑ You can only hit some enemies (mainly Bosses) with long-range weapons. Even if your character's best weapon is best suited for close-range attacks, make sure you keep a long-range weapon in your inventory just to be safe.
- ❑ Each player will progress through the game at a different speed. Depending upon how quickly you find your way around, you may occasionally need to "build" your levels or fill your pockets with Gil. To accomplish this, roam around a town and fight the local hordes of enemies, resting at an Inn when necessary.
- ❑ After becoming familiar with the enemies in an area, take a few moments to re-equip your team. For example, if you're facing ice beasts, equip lots of "**Fire**" **Materia** and accessories that protect you from ice attacks.
- ❑ Try to focus your party's attention on a single enemy until it's destroyed. This will enable you to quickly eliminate your foes while absorbing the least amount of damage.
- ❑ If the enemy a character was assigned to attack dies before the character can attack, he or she will randomly attack one of the remaining opponents. It's best to measure your attacks and to assign characters to a different monster if it looks like the chosen beast is about to be destroyed. This allows you more control over the situation.
- ❑ Be sure to use plenty of defensive magic to make up for weak armor. A solid barrier is sometimes better than a strong piece of armor.
- ❑ Most creatures have distinct strengths and weaknesses. Pay attention to these things, and do your best to capitalize on them.
- ❑ When being attacked from behind, you may want to switch ranks between characters because your front fighters will be in the back, and your back fighters will be in the front. This is not always worth the effort, but in longer fights it will pay off.
- ❑ When being attacked from behind or when surrounded, you'll take more damage than usual if your opponents hit you in the back. To avoid this situation (attacks from behind), press [3] + [9] as if to run from the fight. In this scenario, your characters will turn to face the enemy.

CLOUD STRIFE

At age 21, Cloud Strife leads the life of a mercenary for hire. As an ex-member of Shinra's elite squad known as SOLDIER, his fighting skills are in high demand. Cloud joins the rebel group AVALANCHE for their first strike against one of Shinra's huge Mako Reactors that surround the city of Midgar.

The story line of *Final Fantasy VII* revolves around Cloud. In fact, most of the time you're required to have him in your party because he plays a key role in most of the events in the game. Over time Cloud proves to be a great asset, because his powerful sword technique is nearly unmatched. You'll want to keep Cloud in your front line most of the time to take full advantage of his sword technique. His magic skills are solid, but don't overload him with Materia.

CLOUD'S LIMIT BREAKS

LEVEL 1:

Braver

Cloud performs a leaping chop that splits a single enemy in two. Unless you're facing a really strong enemy that isn't a Boss, this is usually your best Level 1 Limit Break. The attack is stronger than the Cross-Slash, so it usually kills weaker enemies.



Cross-Slash

With several powerful slashes, Cloud causes massive damage to a single opponent. If the enemy survives the attack, there is a chance that it may cause paralysis. It can't paralyze enemies who are normally immune to paralysis, like most Bosses.

LEVEL 2:

Blade Beam

Waves of energy rush from Cloud's sword and collide with a single enemy. The remaining energy then splits into smaller, weaker waves, hitting any remaining enemies. This attack is great against a large group of weaker enemies. Always target the strongest enemy in the group, because the initial wave causes about three times as much damage as the smaller secondary waves.





Climhazard

Cloud skewers a single enemy and then leaps high into the sky to cause greater damage. This is best used against a single opponent or any really strong opponents you encounter. Eventually the Blade Beam attack will become ineffective, but the Climhazard attack should be useful throughout most of the game.

LEVEL 3:

Meteorain

While leaping into the air, Cloud unleashes a barrage of meteors upon a group of foes causing up to four separate hits. This is actually best used against a single enemy, unless the targeted group is fairly weak. Used against one opponent, this attack can cause as much as 12,000 points of damage.



Finishing Touch

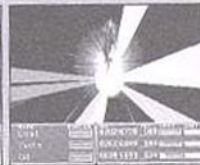
Cloud creates a large whirlwind that sucks a group of opponents into oblivion, which causes

them to either immediately perish or suffer extensive damage from falling back to the ground. Most opponents will simply perish, but larger creatures like Bosses will always fall back to the ground. Save this Limit Break for groups—it's completely wasted on a single enemy.

LEVEL 4:

Omnislash

Cloud assaults his opponent with a long series of powerful sword attacks. This can be used against a single opponent or a group; either way, this is an extremely powerful attack. With the correct sword in hand, this attack can actually cause just as much, if not more, damage than the fabled "Knights of the Round" Materia.



BARRET WALLACE

Barret is the 35-year-old leader of the rebel team known as AVALANCHE. He leads the team in the quest to stop Shinra's Mako Reactors and save the life of the planet. Although he is truly devoted to the team, Barret often regrets having to leave his young daughter, Marlene, alone or in the care of others. Barret's motives are unclear, but most believe that Shinra was somehow responsible for the death of his wife.

Although he may not look it, Barret is one of the most versatile characters in the game. Unlike most, he has weapons for close- and long-range combat, which enables him to perform well in either rank. You'll want to keep Barret in the back rank most of the time, because this enables him to cause heavy damage without taking an equal amount in return. Avoid loading Barret up with Materia that reduces his hit points and strength. You may want to use him as a damage magnet later, and if so he'll need to be as strong as possible.

BARRET'S LIMIT BREAKS

LEVEL 1:

Big Shot

Barret fires a large ball of energy from his gun, which causes massive damage to his opponent. For the first portion of the game the Big Shot should come in really handy, however, it quickly becomes obsolete as your enemies increase in strength.



Mindblow

Barret fires a large ball of blue energy from his gun, which depletes his opponent's magic points. Such attacks often go unappreciated, but the Mindblow can turn a fierce magic user into a helpless wimp.

LEVEL 2:

Grenade Bomb

Targeting an entire group of enemies, Barret launches a deadly grenade into the enemy ranks. This is typically the Level 2 Limit Break of choice. It causes a decent amount of damage to entire groups of enemies.



Hammerblow

Barret's powerful punch sends an enemy into orbit. Barret can completely remove an enemy from combat with the Hammerblow, but the attack is best used against individual non-Boss monsters. The Hammer-blow doesn't cause any direct damage, so it's worthless against Boss creatures.



LEVEL 3:



Satellite Beam

Proving he has friends in high places, Barret calls for the ultimate air strike against a group of enemies. The beams hit for about 3000-4000 points of damage on each creature. Although this attack is great against a group of enemies, it's considerably less effective against a lone attacker.

Ungarmax

Lock and load! Barret dumps a large amount of ammunition into a group of enemies causing massive damage. The Ungarmax hits more times than the Satellite Beam, but the hits are weaker.



LEVEL 4:

Catastrophe

Barret uses his gun arm to hover over a group of enemies, and then burns them to a crisp with a super-heated plasma blast. As you might expect, this is the best of Barret's Limit Breaks. It works well against a group or a single enemy. It does have one downside: Because the attack isn't focused, a single enemy won't feel the full force of the blow.



TIFA LOCKHEART

Tifa and Cloud were childhood friends, but parted ways when Cloud left his hometown of Nibelheim to join SOLDIER. When her parents died, Tifa also left Nibelheim and headed for Midgar. Soon after opening her bar, Tifa's Seventh Heaven, she met Barret and joined his ragtag group of rebels known as AVALANCHE. It's her goal to make sure Cloud remains with AVALANCHE after his first mission with the team.

When fighting, Tifa lets her fists do the talking. Her attacks are generally weaker than Cloud's and Barret's, but from early on her chain of Limit Breaks is by far the best thing going. Instead of selecting a single Limit Break, each new attack adds to the chain for a total of seven devastating hits. If she can score "Yeah!" on the twirling slots, she causes extra damage. If she stops a slot on "Miss," she misses with that part of the combo. Tifa should always be a frontline fighter, but may have trouble contributing during some Boss fights.

TIFA'S LIMIT BREAKS

LEVEL 1:

Beat Rush

Tifa unleashes a quick combo against a single enemy for the first part of her Limit Break combo.



Somersault

Tifa punishes a single opponent and shows off a little with this flipping kick. The Somersault tacks on another hit to her Limit Break combo.

LEVEL 2:

Waterkick

The third part of Tifa's combo is a quick elemental wave of water that washes over an opponent.





Meteor Drive

Tifa shows off her brute force by picking up her opponent and delivering a quick backdrop.

LEVEL 3:

Dolphin Blow

Tifa calls on her fishy friend for this watery uppercut and tacks on hit number five.



Meteor Strike

After grabbing her opponent, Tifa jumps into the heavens before slamming down her opponent hard.



LEVEL 4:

Final Heaven

Focusing her energies into her fist, Tifa hits the enemy with the force of a nuclear explosion.



AERIS GAINSBOROUGH

A beautiful 22-year-old, Aeris is a bright spot in the middle of a dark and dreary town. While selling flowers near AVALANCHE's first target, Aeris' life was forever altered after a chance meeting with Cloud. Because of her mysterious background, Shinra has pursued her for most of her life. Now she must fight against those who would enslave her and destroy what she holds most dear.

Aeris is the closest character *Final Fantasy VII* has to a dedicated magic user. Her physical attacks are fairly weak, but she possesses great skill with Materia and its various forms. Due to this odd balance, you should put her in your back line and load her down with Materia. Let Aeris devote her energies to spell casting while her teammates concentrate on inflicting physical damage. This also takes advantage of her defensive-based Limit Breaks.

AERIS' LIMIT BREAKS

LEVEL 1:

Healing Wind

Aeris restores the party's lost Hit Points with this heavenly breeze.



Seal Evil

Aeris casts a mystic spell on a group of enemies, causing them all to stop and become silenced.

LEVEL 2:

Breath of the Earth

Magical beams of light cure the party of any existing negative statuses.



Fury Brand

Sacrificing her own Limit Attack, Aeris blasts the party with Holy power which instantly fills each of her allies' Limit gauges.



LEVEL 3:



Planet Protector

Aeris forms a protective barrier around the party that makes them temporarily invulnerable.

Pulse of Life

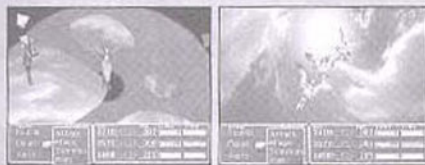
With a quick word of prayer, Aeris completely cures the party of any ailments and restores any lost Hit Points or Magic Points.



LEVEL 4:

Great Gospel

Aeris summons the heavenly host and the party is fully recovered and made temporarily invulnerable.



RED XIII

Although his fiery red fur may make him look like a wild animal, Red XIII's intellect is well above that of most humans. Not much is known about Red XIII's origin. He's currently being held captive in Shinra's headquarters where he's forced to participate in their twisted experiments.

Red XIII is strong at both physical and magical combat. His sharp teeth and claws work well with his close-range fighting style, however, this limits his combat options and forces him to take a spot on the front line. There is a long range weapon for Red XIII, but it lacks Materia slots and forces him to act as a fighter. Red XIII makes a solid magic user when loaded down with Materia, but performs best with a more balanced approach. It's best to always take advantage of his physical strength as well as his startling intellect.

RED XIII'S LIMIT BREAKS

LEVEL 1:

Sled Fang

Red XIII charges through an opponent causing a large amount of physical damage. For a while this may be the only long-range attack Red XIII has, so it's sure to come in handy. However, it will become obsolete by the time you receive Blood Fang.



Lunatic High

A glowing light covers the party and Haste is cast on everyone. Until you've purchased the "Time" Materia, the Lunatic High should come in handy during major battles.

LEVEL 2:

Blood Fang

Red XIII charges through an opponent causing more physical damage than the Sled Fang attack. He also gains a small amount of Hit Points and Magic Points. This attack isn't much different from the Sled Fang attack, but it's nice for eliminating an opponent and boosting Red XIII's MP.



Stardust Ray

Red XII's howl summons a cluster of falling stars, which causes severe damage to groups of enemies. Unless you need the MP boost, stick with the Stardust Ray during fights. It inflicts considerably more damage to a group or a single enemy than the Blood Fang.



LEVEL 3:

Howling Moon



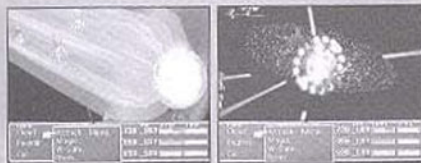
The full moon drives Red XIII into a rage, casting Berserk and Haste on him for the remainder of the battle. This attack has some obvious advantages and disadvantages. Using this attack, Red XIII can attack quickly, but he can no longer aid the party with magic or any kind of special attack.

Earth Rave

Red XIII attacks a group of enemies with a series of five elemental attacks. In the end, the Earth Rave will prove to be more beneficial than the Howling Moon. It causes a large amount of direct damage without committing Red XIII to a single attack pattern.

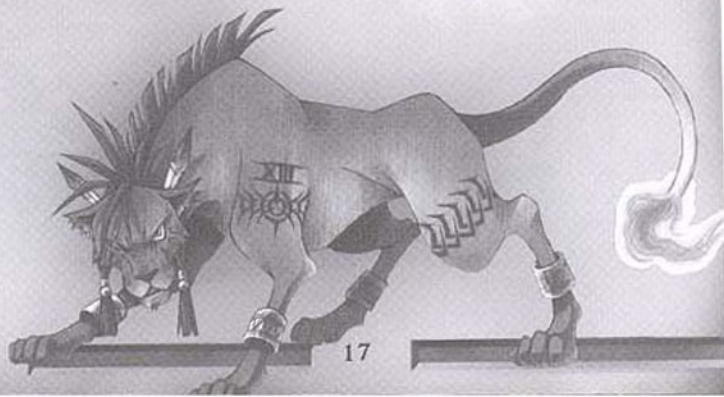


LEVEL 4:



Cosmo Memory

Red XIII summons a huge ball of fire which explodes, engulfing his opponents in a huge ray of super-heated plasma.



CID HIGHWIND

Cid is an expert pilot and mechanic who dreams of one day becoming the first man in space. His dream would have been fulfilled, but he aborted a launch in order to save the life of one of his crew. Now he spends his time trying to repair his inoperable rocket in the hopes that Shinra may one day reinstate its space program, giving him another chance at fulfilling his dream.

With his lance in hand, Cid is always prepared for battle. His fighting skills are top-notch and come in handy throughout most of the game. His Limit Breaks are very helpful when fighting the evil hordes that threaten to consume the land. You'll notice that they all cause direct damage rather than affecting status or healing the party. Cid's statistics are pretty average all the way around, which can help or hinder his performance depending upon how he is equipped.

CID'S LIMIT BREAKS

LEVEL 1:

Boost Jump

Cid vaults into the air and crashes down on a single opponent's head. This is a straightforward attack that's your best bet for killing a single enemy early on.



Dynamite

Cid produces a large stick of dynamite that he hurls into a group of enemies. Once Cid learns the Dynamite Limit Break, it's unlikely you'll ever use the Boost Jump again. Dynamite causes a fair amount of damage to each monster in a group, but the effect isn't cumulative like Big Brawl or Dragon Dive.



LEVEL 2:

Hyper Jump

Cid leaps into the air and drives his weapon deep into the ground, causing a huge blue explosion that damages an entire group of enemies. This is basically a more powerful version of the Dynamite Limit Break; it's great against a group, but loses something against individual opponents.





Dragon

Cid summons a dragon to attack one of his enemies. The dragon injures the victim and transfers the Hit Points and Magic Points back into Cid. This is the best Level 2 attack against a single creature. It's also effective when Cid needs a small boost to his MP; the HP boost is insignificant.

LEVEL 3:

Dragon Dive

Cid repeatedly pounces on a group of opponents. Each attack creates a large explosion that causes heavy damage to a single opponent. The Dragon Dive is the stronger of the two Level 3 Limit Breaks, but it connects against the enemy fewer times.



Big Brawl

Cid shows off his fighting skills by leaping into a group of enemies and crushing them

with a series of blazing-fast attacks. The Big Brawl hits for less each time, but it hits more times than the Dragon Dive.

LEVEL 4:

Highwind

Cid calls on the Highwind for assistance. The ship's crew answers by unleashing a huge salvo against the opposition. This is a great attack against a single enemy or a huge group. Each missile causes several thousand points of damage to most enemies, plus the total damage is cumulative.



YUFFIE KISARAGI

This 16-year-old ninja spent most of her time preying on helpless travelers until she met up with Cloud's party. Although she is reluctant to join AVALANCHE, her ulterior motives give her reason to tag along, if only temporarily. Her clever wit and ninja skills coupled with her selfish ways will either make her a powerful ally or a serious pain in the neck.

Yuffie isn't one of the strongest team members, but her Limit Breaks are powerful. Her weapons enable her to attack from a distance without penalty. Keep her in the back rank and outfit her with plenty of Materia. Although this tactic will lower her Hit Points, her position in the back rank should keep her safe.

YUFFIE'S LIMIT BREAKS

LEVEL 1:

Greased Lightning

Yuffie hits a single opponent with a quick attack that causes massive physical damage. Greased Lightning does enough damage to eliminate weaker opponents, but it's well outdated by the time you receive the first of Yuffie's Level 2 Limit Breaks.



Clear Tranquil

A blue orb surrounds each party member and restores a small portion of each character's Hit Points. Early on, this Limit Break is helpful for curing your allies, but the amount of damage enemies cause plus the party's increased HP will soon be too much for Clear Tranquil to be effective.

LEVEL 2:

Landscaper

Yuffie causes a large tremor that forces the ground beneath a group of opponents to rise and explode, which causes massive damage to her enemies. Use this Limit Break solely against groups of enemies. The damage isn't cumulative, so its effect is drastically reduced against a lone enemy.

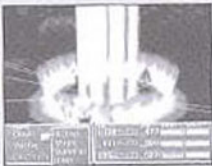


Bloodfest

Yuffie attacks a group of enemies with a series of 10 deadly blows. Unlike the Landscaper, this is effective against a group or a single enemy. The individual attacks are weaker than the Landscaper's single attack, so it's wise to limit its use to small groups.



LEVEL 3:



Gauntlet

Summoning a blue vortex beneath her opponents, Yuffie causes a large amount of damage to an entire group of enemies. Gauntlet causes a large amount of damage, but it's not cumulative. Keep it reserved for large groups of enemies or at least weak groups.

Doom of the Living

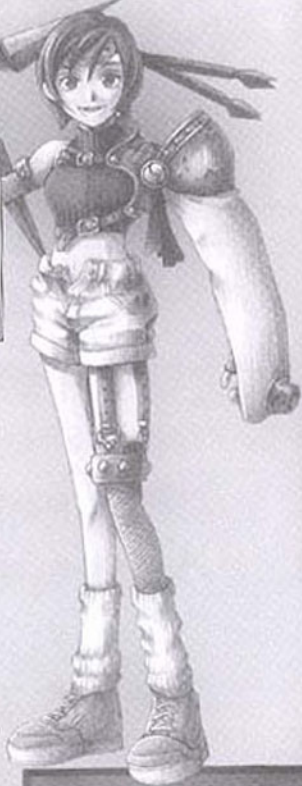
Much like the Bloodfest attack, Yuffie moves about the screen and hits her opponents with a long series of deadly blows. The only real difference between the two is the amount of damage inflicted. The damage from this attack is cumulative, which makes it better against a single enemy.



LEVEL 4:

All Creation

Yuffie blasts her opponents with a huge beam of iridescent light. This attack causes a huge amount of damage to a single enemy or multiple enemies.



CAIT SITH

Although Cait Sith's fortune telling ability may not impress you, his fighting skills are a sight to be witnessed. The party first bumps into this joker while wandering around the Gold Saucer. Cait Sith eagerly joins the group to see if his predictions prove to be true.

Cait Sith isn't much of a fighter, but his Mog relies on close-range physical attacks. His true strength lies in his various Limit Breaks. You'll notice that he has only two: Dice and Slots. Dice grows with power over time and can prove useful even late in the game. Slots is actually seven separate Limit Breaks. The outcome depends on the combination created when all three slots are stopped. Although these Limit Breaks may seem unpredictable, they can cause serious damage even at the lowest levels. Cait Sith's stuffed body can take quite a bit of damage, so keep this hulk up front unless you decide to load him up with Materia.

CAIT SITH'S LIMIT BREAKS

LEVEL 1:

Dice

Cait Sith throws several dice onto the ground. The resulting score determines how much damage is inflicted to a single enemy. This Limit Break grows over time, making it possible to cause larger amounts of damage.



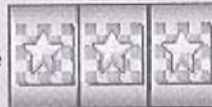
LEVEL 2:

Slots

The gambling cat plays his luck against his own slot machine. There can be many different outcomes, and as you might guess, the more effective outcomes are tougher to get. Occasionally, you'll actually have a particular outcome forced on you. For example, the slots often stop on the Mog Dance and Toy Soldier without the player actually having to time anything. The various effects are:



3 Stars = Mog Dance



A tiny Mog appears and restores the party's HP, MP, and status.



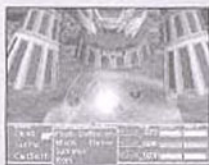
3 Kings = Toy Soldier

Six toy soldiers appear and attack any enemies that are present.



3 Bars = Summon

Cait Sith uses a randomly determined summon spell.



3 Mog = Transform

Cait Sith transforms into a giant version of himself. His teammates disappear for the moment, but return at the end of the battle. Only Cait Sith gains experience from the battle, and the entire party's HP is reduced to 3333 while their MP is reduced to 333.



3 Hearts = Lucky Girl

Party's hit percentage is 100. Ensures perfect attack ratio against all enemies.



2 Cait Sith & a Bar = Death to All

This is the unlucky roll. The entire party is instantly consumed by death... Game over. Don't worry, this is extremely rare.



3 Cait Sith = Instant Victory

All enemies present are instantly killed. This is difficult to get and never seems to be forced on the party.



VINCENT VALENTINE

Talk about a dark presence, Vincent sends chills down the toughest person's spine. Although he may look evil at first, there's a good soul trapped beneath his dark exterior. Vincent's plight is yet another example of Shinra's warped experimentation; however, there's more to this story than just bungled scientific research.

Vincent is a strong fighter, much like Barret. He's also quite competent with Materia and makes good use of it from the back row. His Limit Attacks are powerful, but sometimes unpredictable. Once he transforms, you'll no longer be able to control Vincent. Make sure you're familiar with your enemy's strengths and weaknesses before Vincent transforms, or you may end up helping your enemies more than hurting them. Vincent will not join your party on his own. Refer to the section on how to find Vincent Valentine for more information.

VINCENT'S LIMIT BREAKS

LEVEL 1:

Galian Beast

Vincent transforms into a purple beast with horns that attacks with fire-based attacks.



Beast Flare

Launches several orbs that explode and cause damage to a group of enemies.

Berserk Dance

Performs a combo attack against a single enemy.



LEVEL 2:

Death Gigas

Vincent transforms into a Frankenstein creature with powerful physical attacks and a lightning elemental attack.



Gigadunk

Hits a single enemy with a powerful punch.

Livewire

Attacks an entire group with an electrical charge.



LEVEL 3: Hellmasker

Vincent transforms into a chainsaw-bearing maniac who may look very familiar. He can attack with his weapon or he can cause several negative status effects.



Splattercombo

Hits a single enemy five times with his chainsaw.

Nightmare

One enemy is hit with several status effects including Mini, Frog, Sleepel, Mute, and Confusion.



LEVEL 4:

Chaos

Vincent transforms into a huge, winged demon. Unlike his other forms, Chaos uses attacks that aren't elemental based. Therefore, you won't find him suddenly healing your opponents.

Chaos Saber

Acts like Slash-All, but doesn't rely on Vincent's weapon to determine damage.



Satan Slam

A large skull is created under the opposition. Any enemies that aren't instantly killed are hit by flaming skulls.



MATERIA

MAKING SENSE OF MATERIA

The one question I've received the most is "How do you use Materia?" In hopes of answering hundreds of cries for help, I've created this chapter. It contains everything you need to know about Materia, how it grows, what to equip, why to equip it, and how to make game winning Materia combinations.

MATERIA TYPES

There are five types of Materia: Independent, Support, Command, Spell, and Summon. Each of these types works in an entirely different manner. For some people, figuring out how to make these five types of Materia work together is the biggest stumbling block. However, you'll never be able to properly combine Materia if you don't fully understand how each type is used.

INDEPENDENT MATERIA (PURPLE MATERIA)

This type of Materia is used to enhance a character's statistics and often to give a character an extra ability. Typically, Independent Materia can't be combined with other types, which makes them ideal for those unattractive, single Materia slots. There are a few exceptions, but we'll deal with those later.

Statistic raising Materia are obviously the most common in this category. Most give your character a substantial percentage-based boost to one statistic once the Materia has had a chance to grow. The most useful types are **HP Plus** and **MP Plus**, because they can raise a character's Hit Points and Magic Points far above where they actually should be. They also help counter the negative effects of Magic and Summon Materia, which can often cut a character's HP down to nothing.

The remaining Independent Materia are just as useful. Some, such as **Chocobo Lure** and **Underwater**, have very specific uses that you may only need a few times during your adventure. Others become more and more useful throughout the game. For example, **Counter Attack** enables the equipped character to counter attack any creature that causes damage to him/her. **Long Range** removes the penalty a character's attack suffers for attacking with a short-range weapon from the back row. It also enables the character to attack flying creatures or to strike an enemy across a gorge.

SUPPORT MATERIA

(BLUE MATERIA)

Unlike the other four types, Support Materia only works when paired with a Spell, Command, or Summon Materia. Equip it by itself and it gains experience, however, it won't aid your character in any way. Support Materia are the true building blocks of every Materia combination.

By far the most useful Support Materia is the **All**. When it is combined with Magic, the equipped character can hit an entire group of enemies or allies with a spell at no additional cost. This is especially useful when dealing with large groups of enemies with a weakness to one type of magic. For example, when facing a large group of weak mechanical creatures, a spellcaster can take out the entire group with a single **Bolt-All** (a Lightning Materia combined with an All Materia).

Some other useful Support Materia include the rare **Final Attack** and **Quadra Magic** Materias. Final Attack enables a fallen comrade to perform one last action when his/her HP runs out. When combined with a **Revive Materia** (which revives fallen characters), it grants near invulnerability as long as the equipped character's MP doesn't run out. **Quadra Magic** enables a character to cast a spell four times in a row, but only uses the MP necessary to cast the spell once.

COMMAND MATERIA

(YELLOW MATERIA)

Characters begin the game with only two commands: Attack and Item. By equipping Command Materia, characters gain new attacks or commands. Some increase the number of times the character can attack or give the character a single powerful blow. Others give the character a unique skill that enables him/her to perform two actions in a turn or to acquire items by stealing from or morphing an enemy.

It's difficult to single out a particular Command Materia; each one is valuable in its own way. Perhaps the ones you'll use the most are **Steal**, **Deathblow**, and **Manipulate**. Steal enables the equipped character to steal valuable items from your enemies. This is often the best way to upgrade your party's equipment, because enemies often carry weapons and armor better than those you can purchase. Deathblow enables a character to perform a critical hit on command, however, it lowers the character's hit percentage. Manipulate is valuable for learning enemy skills, because some skills must be forced out of an opponent. Also, a controlled enemy can't attack the party unless you tell it too, which has obvious advantages.

The most unique Command Materia is the **Enemy Skill** Materia. This crystal has no powers of its own, but it enables the equipped character to learn powerful skills from your enemies. These skills are often better than the spells provided by Spell Materia. There is a down side though: The only way to learn the skill is to get hit with it while wearing the Enemy Skill Materia. You'll find hints about learning Enemy Skills scattered throughout the walkthrough, plus you'll find a dedicated section on Enemy Skills at the end of this chapter.

SPELL MATERIA (GREEN MATERIA)

This is by far the most common type of Materia. By equipping a Spell Materia, a character gains one or more spells which can be used in battle. As these Materias grow, so do the spells, which increases the spell's attack/healing powers. Spell Materia can be broken into two groups: attack and support.

Attack spells are classified as any spells that cause physical damage to a target. They can usually be paired with Support Materia to increase the spell's effect, but a few are so powerful that they won't combine with anything. Spells are also typically elemental-based. For example, a Bolt spell is a Lighting elemental attack. This is important to know, because most enemies are immune to or weak against at least one type of element. Take an ice creature, for example. Such an enemy is weak to Fire-based spells, but can actually absorb the power from an Ice-based spell turning it into HP in the process. Nonetheless, you'll find that much of the strategy in this book relies on using attack spells to defeat monsters. Just pay special attention to the creatures in an area and customize you party's equipment to take advantage of any weaknesses.

Support spells are spells that in some way strengthen or rejuvenate the party. The most common is the "**Restore**" Materia, which comes packed with several HP restoring Cure spells. This is often the most overlooked category and perhaps the most vital. By learning to use support spells, you can strengthen an otherwise wimpy party into a lean, mean, fighting machine. Pay special attention to spells like Barrier, MBarrier, and Wall that cut damage in half. Combine these with Haste and Regen, and you'll take the worry out of major battles.

SUMMON MATERIA

(RED MATERIA)

These are the rarest types of Materia and also the coolest. Each one summons a mystic creature to aid the party in battle. Summon spells are often the strongest type of attack magic, however, they grow slowly and are often difficult to acquire. Still, you should do your best to collect them all before the end of the game.

Just like Magic Materia, Summons are often elemental-based. Therefore, you need to keep a watchful eye on the enemies' strengths and weaknesses or try to limit your usage to those without an elemental base.

By the way, the strongest attack spell in the game is a Summon Materia. It's known as **Knights of the Round** and can only be acquired by gamers with a whole lot of time and patience. This spell summons thirteen knights that each take turns dealing 5000-6000 points of damage to one or more enemies. This means you can inflict close to 80,000 points of damage to a single character with just one casting! That's more damage than most Bosses can take.

MATERIA GROWTH

Each time your party wins a battle, they gain EXP and AP. Once a character has accumulated enough EXP, he/she goes up a level, which increases everything from attack strength to HP. AP works basically the same way, but for Materia; equipped Materia gain AP after every battle. The amount of AP gained depends on the weapon or armor they're equipped in, but we'll talk about that later. Once a Materia crystal has accumulated enough AP, it goes up a level, which often unlocks a new spell, attack, or increases the number of times the spell can be used in a single battle. If the Materia reaches its maximum amount of AP (known as Mastering a Materia), it divides and a new crystal is born. These new crystals are used the same way their parents are, however, they start off at zero AP.

Earlier I mentioned that Materia grows at different rates. This depends solely on the weapon or armor a crystal is equipped in. Each weapon and piece of armor has a growth rate that is shown under the items' Materia slots. There are four possible growth rates: Normal, Double, Triple, and Nothing.

The most common is normal, which is a one-to-one ratio. The amount of AP gained at the end of battle is exactly what the Materia receives. These weapons typically hold the most Materia, but it makes for an extremely slow growth cycle.

Items sporting a double growth rate give equipped Materia twice the AP. These items only hold a few crystals, however; they're typically the best choice if you're trying to increase your Materia's growth rate without taking a break from the adventure.

Triple growth rate items are extremely rare and usually only hold two or three Materia at a time. However, if you're just interested in leveling up your Materia, you must make use of these items. In fact, using these items is about the only way to earn the special **Master Materia**, which requires you to max out or master almost every Materia in a particular group.

There are very few items that don't allow Materia to grow, but they do exist. For example, the "wacky" weapons you'll find for each character (Cloud's Nail Bat, for example) don't even have Materia slots, so they have a growth rate of zero. Also, the ultimate weapons keep Materia from collecting AP, however, they have eight linked slots each. Just make sure that if you equip an ultimate weapon that you only place mastered Materia in it.

Now let's say you have an Ice Materia equipped in the Apocalypse sword, which is one of Cloud's many weapons. After a battle, your party receives a total of 100 AP. Because the Apocalypse has a triple growth rate, the Ice Materia actually gains 300 AP. For this example, let's say this puts the Materia at a total of 2000 AP, which is enough AP to cause Ice to level up. Now Cloud can use both the Ice and Ice2 spells while having the level-upped Ice Materia equipped.

Also, keep in mind that Materia equipped on a character will often grow at different rates, because the equipped weapon and armor may have different growth rates. Keep this in mind when equipping a character. You'll probably want to put Materia that require a lot of AP in double and triple items, but simple Magic crystals will level up quickly even in a weapon with a normal growth rate.

EQUIPPING MATERIA

When equipping Materia you need to keep several things in mind. Materia growth is obviously a large factor, but you'll also need to keep in mind what combinations you want, what combinations you need, and whether the Materia will work where you're placing them. It's all pretty easy, but we'll touch on it just for good measure.

There are some combinations you'll probably want to have equipped constantly. For instance, it's always a good idea to have two or three characters equipped with the **"Restore-All"** Materia combination so that you can heal everyone in a single shot.

You should also have a character equipped with the **"Time-All"** combination so that you can easily cast Haste on your entire party. This means you'll always need to have a few slots reserved for necessary combinations. When equipping your Materia, be sure to equip these combinations first and then fill in the remaining slots with whatever you like.

Since linked slots are valuable, try to place Materia that don't need to be linked in single slots. For instance, Independent Materia don't need to be linked with anything else, so they work extremely well in single slots. Early on this won't be much of a problem because you'll have less Materia than slots.

Also, be sure to check that the combinations you've created are actually doing what you thought they would. You can check this by looking at your character's status in the game menu. Combinations with **Elemental** and **Added Effect** in them work completely differently depending on where you put them.

Last but not least, try not to overload anyone with Materia. Most Materia alter your character's stats and not always in a positive way. If you load someone up with nothing but Summon Materia, you'll end up with a powerful magic user that has twelve HP. Needless to say, the character wouldn't survive long in later areas of the game.

COMBINING MATERIA

So now you know all about your Materia, but you're wondering how they interact. Most people can grasp the basic idea that two Materia in linked slots may have an increased effect, but they don't realize that you can link together as many as sixteen Materia. But before we get into that, let's take a look at some simple combinations.

The most basic Materia combination is combining an **"All"** Materia with a Spell Materia. This makes it so that the combined spells can be used against an entire group instead of just a single target. You'll probably use these combinations the most. Be careful when making these combinations, because some Materia can't be linked to an **"All."** For instance, Comet already targets a group, so **"All"** isn't necessary. **Full Cure** would work great with an **"All,"** but it can't be linked with one. Why? It just doesn't.

Support Materia, like the **"All,"** are used for creating all kinds of simple combos. Most of them work well with Spell, Summon, and Command Materia. I mentioned earlier how to use Added Effect and Elemental. These two can actually draw out special powers you didn't even know existed. For instance, there's no way to know that **Contain** combined with **Added Effect** can cause or defend against Confusion, Stop, and Petrify. The best thing to do is try combining things with Added Effect and Elemental, then check out the effects by using the Status option.

You can also use simple combinations to take the risk out of some actions. Combine a **Deathblow** and an **Added Cut** and you make up for Deathblow's low hit percentage. Even if it misses, you'll still do normal damage. You can combine **Deathblow** and **Steal As Well** to create a stronger Mug attack. There are lots of simple combinations you can make. Experiment a bit and see what you come up with.

Now let's look at how you can combine two pairs of combined Materia. I know it doesn't sound possible, but the concept is really simplistic. The only thing you'll need is multiple copies of one Spell, Summon, or Command Materia.

This works best by example, so try to follow along. Try equipping these two combinations on one character: Bolt—HP Absorb and Bolt—Added Cut. If you check your equipped spells, you'll notice that the Bolt spells only appear once even though you have two Bolt Materia equipped. Because of this, the game now sees the two Bolt Materia as one, but it also still recognizes that HP Absorb and Added Cut are combined with Bolt. Now try it out in battle. Your character will absorb some HP from the Bolt spell, then will immediately follow up with the Added Cut. Get the idea yet?

Now you can use the same principle to combine sixteen Materia. The catch is you'll need eight of one Materia and a bunch of Support Materia. Honestly, these types of combos are more for show than anything else, because they completely tie up one character's abilities.

One last thing about combining Materia. Summon Spells have somewhat hidden elemental stats. Look at the area next to the Materia's name in your equip screen and you'll see the Summon's elemental class listed in white. Pay special attention to these and try combining them with Elemental Materia for some cool combos.

COMBOS

The following are some cool and useful combinations. Equipping any one of them will improve your abilities in battle.

SIMPLE COMBINATIONS

ADDED EFFECT +

These combinations are for Added Effect combined with another Materia. When placed in a weapon, the effect is against an opponent, but the combination provides protection when placed in armor.

Added Effect—Contain

Causes or blocks Confusion, Stop, and Petrify.

Added Effect—Poison

Causes or blocks Poison.

Added Effect—Seal

Causes or blocks Sleep and Silence.

Added Effect—Mystify

Causes or blocks Confusion and Berserk.

Added Effect—Time

Causes or blocks Slow and Stop.

Added Effect—Destruct

Causes or blocks Death.

Added Effect—Transform

Causes or blocks Frog and Small.

Added Effect—Hades

Causes or blocks Sleep, Poison, Confusion, Silence, Frog, and Small.

Added Effect—Choco/Mog

Causes or blocks Stop.

Added Effect—Odin

Causes or blocks Death.

ELEMENTAL +

The following combinations rely on combining a Materia with an elemental base. When placed in a weapon, it gives the attack an elemental base; when placed in a shield, it provides protection against the element.

Elemental—Poison/Gravity/Lightning/Earth/Ice/Fire

Protects against or alters attack with the equipped element.

**Elemental—Typhoon/Phoenix/Alexander/Leviathan/Titan/Ramuh/
Ifrit/Shiva/Choco/Mog**

Protects against or alters attack with equipped summons elemental base.

COUNTER +

Multiple Counter Attacks

Equipped character counters once for each equipped Counter Attack.

Command Counter—Mime

Counters with the last action used by the party; unpredictable but powerful.

Command Counter—(any Command Materia)

Counters with combined Command Materia.

Magic Counter—(any Spell or Summon Materia)

Counters with combined Materia.

HP ABSORB/MP ABSORB +

HP Absorb/MP Absorb—Deathblow

Restores more HP/MP than a normal attack.

HP Absorb/MP Absorb—Steal [Mug]

Enables you to steal some HP/MP along with an item.

MP Absorb—(Most Spell Materia)

Reduces MP consumption by restoring a small portion after the spell hits successfully.

FINAL ATTACK +

Final Attack—Revive

Instantly heals a fallen warrior.

Final Attack—Phoenix

Instantly heals a fallen warrior and his/her comrades.

QUAD MAGIC +

Quad Magic—(most Magic)

Casts the attached spell four times in a row.

Quad Magic—(most Summons)

Casts the attached summon four times in a row.

COMPLEX COMBINATIONS

Mega-All, Deathblow—HP/MP Absorb

Restores a large amount of HP/MP while causing damage to all opponents.

Mega-All, Steal [Mug]—HP Absorb/MP Absorb

Damages and steals from all opponents while restoring HP/MP.

Cover, Counter Attack, Counter Attack, [Command]

Counter—Deathblow

Covers for other characters and immediately counters three times, finishing with Deathblow.

Knights of the Round—W-Summon, Mime

Can infinitely cast the most powerful summon for only 500 MP. With three Mime, everyone can repeat the summon for an incredible chain effect.

Sneak Attack—Knights of the Round

Enables you to begin battle by casting Knights of the Round.

Sneak Attack—Deathblow, Mega-All

Begins battle by hitting all opponents with Deathblow.

Sneak Attack—Steal [Mug], Mega-All

Begins battle by causing damage to each enemy while stealing an item from each enemy.

Pre-Emptive, Sneak Attack—Knights of the Round, HP<—>MP

Gives the party the jump on opponents and enables them to begin combat with Knights of the Round. Character with HP<—>MP can use attack repeatedly without a need for rest.

CHOCO BILL'S GUIDE TO CHOCOBOS



Do you love Chocobos? Have you ever wanted to race Chocobos at the Gold Saucer? Or would you like to see the world the way it was meant to be seen, from the back of your very own Chocobo? Well, Choco Bill's Chocobo Ranch is here to help you make your dreams come true. With our help, you'll soon be breeding your very own world-class Chocobos.

WHAT ARE CHOCOBOS?

Chocobos are fun loving creatures with gentle demeanors. When properly trained, they can become pets, help with industrial projects, or act as transportation. You can often find them in the wild, normally around grassy plains. Just look for their tracks.



HOW CAN I GET A CHOCOBO?

SHORT ON CASH? CHOCO BILLY HAS BEEN KNOWN TO SOMETIMES DROP A MATERIA OR TWO. IF YOU SLOWLY WALK SOUTH FROM THE BOTTOM OF THE CHOCOBO PEN YOU'LL NOTICE THERE'S A WHOLE LOT OF AREA YOU NORMALLY DON'T SEE. JUST BEFORE IT LOOKS LIKE YOU'RE GONNA LEAVE THE RANCH, HEAD RIGHT AND YOU'LL FIND A LONESOME CHOCOBO LURE LAYING IN THE GRASS. YOU CAN POCKET THE MATERIA AND KEEP YOUR GIL. IT MIGHT EVEN TEACH BILLY A LESSON WHEN I TAKE THE LOST GIL OUT OF HIS ALLOWANCE FOR THE NEXT TEN OR TWENTY YEARS.



Because of their friendly demeanor, you can easily capture them in the wild. However, you'll need some special bait to help lure them out of hiding. Choco Bill's Chocobo Ranch is pleased to announce that we've purchased a limited quantity of Chocobo Lure Materia that we'll be selling at a special price. With this Materia in hand, you shouldn't have trouble locating a Chocobo. Just remember to be nice to your bird or it may run off or turn violent. You can also coax Chocobos into sticking around longer by feeding them Greens.

WHAT DO I DO ONCE I GET A CHOCOBO?



You can ride your Chocobo anywhere you see fit. Chocobos can travel across land but can't cross deep water or mountains without the aid of a man-made path. While traveling on your Chocobo, you can avoid encounters with any sort of nasty creatures that might be lurking nearby. Just remember this: Once you dismount, your Chocobo will hightail it back to its homelands.

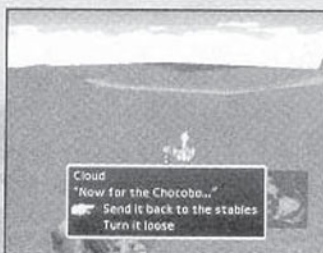
Looking for something a little more permanent? Choco Bill's Chocobo Ranch can rent you up to six Chocobo stalls for the low, low price of 10,000 Gil each. All you need to do is capture the Chocobos and feed them as you see fit.

My children and farmhands, Choco Billy and Chole, handle the day-to-day chores involved in raising these fun-loving birds. Billy handles the sales of our fine line of nuts and greens, which are essential items when breeding a top-class



Chocobo. He also helps manage the feeding and tracking of your Chocobos. Chole helps keep track of any additional information you might pick up regarding Chocobo breeding. She has a knack for judging and comparing the abilities of all the Chocobos in the stable area.

WHAT SHOULD I DO FIRST?



After renting a stable or two, it's time to go Chocobo hunting. Equip the "Chocobo Lure" Materia and find some Chocobo tracks. After capturing a Chocobo, you're given the option to send it back to the stables. If you choose to do so, Choco Billy will keep your new bird in the pen outside the stables until you have a chance to better inspect it. The pen can hold up to four Chocobos at a time, so make sure you capture your limit before returning to the ranch.

HOW DO I KNOW A GOOD CHOCOBO FROM A BAD ONE?

After moving your Chocobos from the pen to the stables, Choco Billy will give you an assessment of the birds. There are several types of Chocobos, some of which you'll want to avoid. Here are the types:

CHOCOBO TYPES	CHOCO BILLY'S ASSESSMENTS
Wonderful	"This...is a wonderful Chocobo!"
Great	"This is a great Chocobo."
Good	"Mmm, this seems like a good Chocobo."
Fair	"Mmm, this one's not bad."
Average	"This is a pretty average Chocobo."
Mediocre	"This Chocobo's so-so."
Poor	"This one doesn't seem to be very good."
Weak	"I really can't recommend this one."



A Chocobo's initial "type" determines its future speed, intelligence, and stamina limitations. Because breeding Chocobos isn't cheap, you'll never want to start with anything less than a "Great" Chocobo.

Pay close attention to your Chocobo's top speed. Even a Wonderful Chocobo can sometimes get stuck with an awful

top speed. In such a case, you should dump the Chocobo and capture another until you find one with a top speed over 100km and perhaps closer to 120km.

WHERE SHOULD I GO HUNTING?

Chocobos pop up in all kinds of places. They are mainly found in grassy plains where they can find lots of Greens, but they do occasionally wander into more hostile environments. As a general rule of thumb, you'll find better Chocobos in less hospitable areas. It's that whole "survival of the fittest" thing, y'know.

Another thing you should know is that Chocobos are very selective about the beasts they hang out with. In fact, they're so selective that in one area you'll find Chocobos hanging out with only three or four different combinations of monsters. I know this doesn't sound very important, but by using this information you can determine a Chocobo's type at the start of a battle. That way, you don't waste time running back to the stables only to find that your whole catch was nothin' but unhealthy birds.

CHOCOBO COMBOS	CHOCOBO TYPES
2 Mandragora	"This one doesn't seem to be very good."
Mandragora & Levrikon	"This one doesn't seem to be very good."
2 Levrikon	"I really can't recommend this one."
2 Elfadunk	"I really can't recommend this one."

Chocobo Ranch Area

This is obviously the easiest place to hunt for Chocobos. There are Chocobo tracks all over the place outside my ranch, but honestly the birds in this area are kind of puny. Their lifestyle is just too relaxed here, so the wild Chocobos tend to get a little lazy and stubborn. Of course, this IS the only place where you'll find a **Level 16 Chocobo** and you can't get that fancy **"Chocobuckle" Enemy Skill** without a Level 16 Chocobo.



Junon Area

This little peninsula is a lot like the area around my ranch. The only real difference is the stronger class of monsters running around. Although you'll find a slightly higher quality of Chocobo here, this isn't where the "S" Class Chocobos come from.



CHOCOBO COMBOS

2 Capparwire (front view)



2 Nerosuferoth



3 Capparwire

2 Capparwire (side view)

CHOCOBO TYPES

"This one doesn't seem to be very good."

"This one doesn't seem to be very good."

"Mmm, this one's not bad."

Mmm, this one's not bad.



Gold Saucer Area

Due to the nearby desert and some pretty nasty enemies, you'll find some decent Chocobos in this area. Just don't count on defeating Joe's Black Chocobo, Teioh, with one of these birds.



CHOCOBO COMBOS

Harpy



2 Flapbeats



2 Spencer

CHOCOBO TYPES

"This is a pretty average Chocobo."

"This is a pretty average Chocobo."

"Mmm, this seems like a good Chocobo."



Rocket Town Area

This area may look nice, but it's swarming with predators. Although there's plenty of food, some Chocobos may go days without a good meal because Valrons and Velcher Tasks tend to stake out the local watering holes. A Chocobo's either fast, or it's lunch.





CHOCOBO COMBOS

Velcher Task & Kyuvilduns

2 Velcher Task

2 Valron

2 Kyuvilduns

CHOCOBO TYPES

"This Chocobo's so-so."

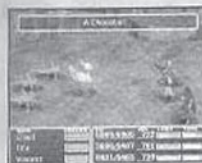
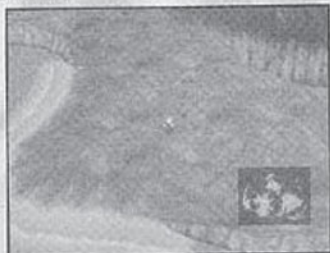
"This Chocobo's so-so."

"This is a great Chocobo."

"This is a great Chocobo."

Wutai Area

One look at the mountains south of Wutai and you wouldn't expect to find Chocobos there. Yet somehow they seem to thrive. However, due to the lack of food, Chocobos just don't seem to do so well here. Plus, it doesn't help when one of the poor, hungry creatures mistakes a Razor Weed for its favorite food... Sure does make those little critters mad!



CHOCOBO COMBOS

3 Tail Vault

2 Tail Vault (front view)

2 Tail Vault (side view)

3 Razor Weeds

CHOCOBO TYPES

"This is a pretty average Chocobo."

"This is a pretty average Chocobo."

"Mmm, this one's not bad."

"Mmm, this one's not bad."



Mideel Area

This tropical island is a paradise to most people, but its jungle landscape can be pretty inhospitable to Chocobos. Sure there's an abundance of food, but anyone who's explored the area can attest to the number of vicious beasts you'll find there.



CHOCOBO COMBOS

3 Headhunters

CHOCOBO TYPES

"Mmm, this one's not bad."



2 Headhunters

"Mmm, this one's not bad."



Spiral

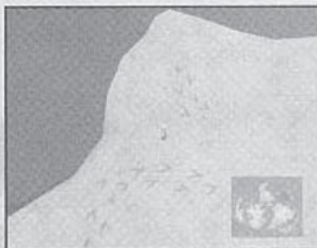
"This is a great Chocobo."

2 Spirals

"This is a great Chocobo."

Icicle Inn Area

This is where Choco Billy and I do our hunting. We tend to find the best Chocobos around here and Choco Billy likes to take in a little snowboarding during our off time. There's very little food in this area due to the abundance of snow. What little food can be found is fought over by Chocobos and those nasty wild dogs known as Bandersnatches. So any Chocobos you find here will either be sick and puny, or tough as nails.



CHOCOBO COMBOS

2 Bandersnatch

CHOCOBO TYPES

"I really can't recommend this one."



Bandersnatch & Jumping

"I really can't recommend this one."



Jumping

"This...is a wonderful Chocobo!"

2 Jumping

"This...is a wonderful Chocobo!"



I HAVE A CHOCOBO, NOW WHAT DO I DO?

Now you'll want to feed and train your Chocobo to make it the best that it can be. Feeding Greens to your Chocobo will raise its statistics, plus it increases the Chocobo's fondness for you. You can also train your Chocobo by racing it at the Gold Saucer, which helps ensure that your Chocobo's offspring will turn out to be champions.

WHERE DO I GET GREENS?

You can find Greens that are left by some monsters, but it's much easier to purchase them from us. We carry a wide variety of Greens at reasonable prices. Remember, the higher the quality of the Green, the stronger the effect. Greens have the following effects:

GREEN	LOCATION	PRICE	+SPEED	+INTELLECT	+STAMINA
Gysahl	Ranch	100	No	No	Yes
Krakka	Ranch	250	No	Yes	No
Tantal	Ranch	400	Yes	Yes	Yes
Pahsana	Ranch	800	No	Yes	No
Curiel	Ranch	1000	Yes	No	Yes
Mimett	Ranch	1500	Yes	No	Yes
Reagan	Sage's	3000	Yes	No	Yes
Sylkis	Sage's	5000	Yes	Yes	Yes

HOW DO I RACE?

When you arrive at the Gold Saucer, speak with Ester, who manages the Chocobo jockeys. You can usually find her hanging out just inside the Chocobo Racing forum. You can register the Chocobo of your choice for the next race in the chosen Chocobo's class.

There are four Chocobo classes. Class C is the slowest class. If you have a "Great" or "Wonderful" Chocobo, you won't have any problem dominating this class. Class B is a little faster than Class C, but is still easy to defeat if you have a Chocobo with champion

potential. Class A is the toughest of the normal classes, but a "Great" Chocobo can easily trounce the competition. The final class is the S Class. Only world-class Chocobos make it this far. The payoff is higher in this class, but you'll need a really well-bred Chocobo to even stand a chance of winning.

How Do I Win?

STAMINA CHEAT:

IF YOU'RE NOT TOO BIG ON THE WHOLE MORALS THING, YOU CAN USE THE STAMINA CHEAT TO SLOWLY REBUILD YOUR CHOCOBO'S STAMINA DURING A RACE. TO DO SO, HOLD [PAGE UP] AND [PAGE DOWN] WHILE RACING. BY DOING THIS, YOU CAN PUSH YOUR CHOCOBO HARD THROUGHOUT THE ENTIRE RACE AND STILL HAVE SOME STAMINA LEFT FOR SPRINTING TO THE FINISH LINE.

Experienced Chocobo jockeys know that speed isn't everything. A Chocobo with a high amount of stamina can easily outrun one with better top speed. The Chocobo with stamina can be pushed harder for a longer period of time, which easily makes up for the difference in speed. Also, it's not a good idea to let your Chocobos race for themselves. Sure, you can get away with it in the lower classes, but not in an S Class race. Look out for special Chocobos, ones that can breeze through the course without panicking at the sight of water or twisting hills.

One of the top riders goes by the name of Joe. His rare Black Chocobo, Teioh, is extremely fast and has an incredible amount of stamina. Don't be surprised if he grinds you to a pulp the first few times you race him. I'm only mentioning him because of his ride. Black Chocobos are the product of years of breeding. The secret to breeding a Black Chocobo was lost years ago, but I'm sure the Chocobo Sage might be able to tell you how to breed special Chocobos.

SPECIAL PRIZE: IF YOU CAN WIN 10 CLASS S RACES, ESTER WILL GIVE YOU A SPECIAL PRIZE. THE PRIZE INCLUDES SPRINT SHOES, PRECIOUS WATCH, CAT'S BELL, CHOCOBRACELET, AND A "COUNTER ATTACK" MATERIA. NOT TOO SHABBY WHEN YOU CONSIDER HOW TOUGH IT IS TO COLLECT THESE PRIZES BY RACING.

WHAT CAN I WIN?

Just to help out all you would-be jockeys, here's a list of all the items you can win by racing or betting. The higher your Chocobo's class or the more money you bet, the better the items you can win.

PRIZE	GP VALUE	CLASS A	CLASS B	CLASS C	CLASS S
Antarctic Wind	20	X	X	X	X
Bolt Plume	20	X	X	X	X
Cat's Bell	500			X	X
Chocobracelet	400				X
Counter	300			X	X
Elixir	200		X	X	X
Enemy Away	300		X	X	X
Ether	30		X	X	X
Fire Fang	20	X	X	X	X
Fire Veil	50			X	X
Hero Drink	15		X	X	X
Hi-Potion	15		X	X	X
Hyper	10	X	X	X	X
Ice Crystal	50			X	X
Magic Counter	500				X
Megalixir	300				X
Phoenix Down	10	X	X	X	X
Potion	5	X	X	X	X
Precious Watch	300				X
Sneak Attack	300			X	X
Sprint Shoes	500			X	X
Swift Bolt	50			X	X
Tranquilizer	10	X	X	X	X
Turbo Ether	150		X	X	X

I'VE GOT A CHAMPION, SO WHAT'S NEXT?

Now that you have several championship quality Chocobos, it's time to start breeding them to acquire an even better Chocobo. When you're interested in doing so, Choco Billy will guide you through the steps. First, make sure you have an empty stall in the stable because the little one needs a place to sleep, you know. Also, make sure you have two eligible Chocobos, which means a male and a female that have both had time to mature and haven't mated recently. Choco Billy will check to make sure everything is in order, and then he'll ask you to choose a nut. If you don't own any nuts, he has a selection that can be purchased for breeding purposes. The available nuts include:

NUT	LOCATION	PRICE
Pepio Nut	Ranch	100
Luchile Nut	Ranch	200
Saraha Nut	Ranch	400
Lasan Nut	Ranch	600
Pram Nut	Sage's	1500
Porov Nut	Sage's	2000
Carob Nut	Steal from Monster	N/A
Zeio Nut	Steal from Monster	N/A

Nuts help determine what kind of Chocobo the baby will resemble.

Obviously, the better the nut, the more likely the baby will be stronger than its parents. Some nuts can even produce a completely unique type of Chocobo. Unfortunately, Choco Billy and I don't have enough time to go hunting these rare nuts, but they're easy enough to find.

The **Carob Nut** is one of the most valuable nuts you'll ever find. It can be used to help create several types of Chocobos.

To get one, you should head for Bone Village on the northern continent. Wander the area around Bone Village until you encounter a monster called **Vlakorados**. Obviously this beast isn't just gonna give you the nut, so you'll need to steal it during the battle. Try to get four or five of them in one visit or you'll have to come back again later.

FOR THE LESS ADVENTUROUS: WHILE YOU'RE RACING CHOCOBOS YOU'LL PROBABLY ACQUIRE A LOT OF GP FROM TRADING IN ITEMS YOU DON'T WANT. IF MONSTER HUNTING ISN'T YOUR STYLE, YOU CAN PURCHASE A CAROB NUT AT WONDER SQUARE'S REDEMPTION CENTER FOR 500GP!

The **Zeio Nut** is a little harder to find. First, you'll need an airship because these nuts can only be found on a small island to the north of the ranch. You'll know the island when you see it, because it's the only one with a forest. Inside the forest you'll find a unique creature called a **Goblin**. Just like the Vlakorados, the Goblin is holding the Zeio Nut and isn't willing to hand it over, so you'll have to steal it. Although you'll need fewer Zeio Nuts than Carob Nuts, you should still collect several while you have the chance.

WHO'S THIS CHOCOBO SAGE?

Chocobo Sage is the ultimate authority on Chocobos. He lived around here at one time, but one day he hopped on his Mountain-Chocobo and hightailed it for the mountains. We didn't see him again for years.

But last summer while Billy and I were hunting Chocobos near Icicle Inn, we stumbled upon a lone shack. The shack was stuck in the middle of a large valley of plane, airship, or Mountain-Chocobo. That's when we saw him.



He'd aged a lot since we last saw him and from his actions we could tell he wasn't quite as sharp as he used to be. Still, I'm sure if you can reach him he could probably clear away the cobwebs and tell you all about breeding special Chocobos. He may even still sell hard-to-find nuts and greens.

FREEBIE:
If you visit
Chocobo Sage,
say hello to his
Mountain-
Chocobo. It
always gives an
"Enemy Skill"
Materia to
Newfound
Friends.

DO I REALLY NEED TO VISIT CHOCOBO SAGE?

Now what kind of guy would I be if I forced you to visit Chocobo Sage? Breeding special Chocobos is easy, but it's also very time consuming and extremely expensive. To finance your Chocobo breeding, you may want to pick up the "**Gil Plus**" **Materia** at Wonder Square in the Gold Saucer. After doing this, fight it out around Mideel. The

monsters in that area are worth a fair amount of Gil and they give you a nice amount of AP. Equip your characters with "**All**" Materia, and once they max out you can sell them for enough Gil to finance a new Chocobo or two.

THE MOUNTAIN AND RIVER-CHOCOBOS

First, make sure you're renting all six stables... You'll need them. Then head for the Chocobo tracks near the Gold Saucer, where you should be able to track down and capture a **GOOD Chocobo**. They're always paired with two Spencers, so don't waste your time with any other combination.

Now head for either the tracks near Mideel or the tracks near Rocket Town. In either place, your goal is to capture a **GREAT Chocobo**. The Great Chocobos near Mideel tend to hang out with Spirals, while the Great Chocobos near Rocket Town typically show up with two Valrons or two Kyuvilduns.

QUICK TIP:
ALWAYS CATCH
FOUR CHOCOBOS
BEFORE RETURN-
ING TO THE
RANCH. BY DOING
THIS, YOU'LL GET
A MIX OF MALE
AND FEMALE
CHOCOBOS.

Once you have compatible Great and Good Chocobos, you'll need to strengthen them at the Gold Saucer. Feed both Chocobos until their stats are maxed out, and then race them until they are either Class A or S. Now you're ready to begin!

Return to the ranch and talk to Choco Billy about mating, and then choose your two Chocobos. When Billy asks you which nut you want to give them, select the Carob Nut and see what happens. If you're lucky you'll get either the Mountain (a.k.a. Green Chocobo) or River-Chocobo

(a.k.a. Blue Chocobo). Phew!

BREEDER'S TIP: YOU CAN GET BOTH THE MOUNTAIN AND RIVER-CHOCOBOS FROM A SINGLE SET OF CHOCOBOS, BUT THEY'LL HAVE TO REST AFTER EACH ATTEMPT. FOR THIS REASON YOU MAY WANT TO HAVE TWO COMPATIBLE SETS AND YOU'LL DEFINITELY WANT TO SAVE BEFORE YOU DO ANY BREEDING. THIS WAY YOU CAN TRY FOR BOTH CHOCOBOS AT THE SAME TIME AND YOU CAN RELOAD IF YOU DON'T GET THE CHOCOBOS YOU'RE LOOKING FOR. REMEMBER THAT YOU NEED ONE MALE AND THE OTHER FEMALE.

THE MOUNTAIN-AND-RIVER CHOCOBO

Now that you have a Mountain and a River-Chocobo, you can attempt to breed a Mountain-and-River Chocobo—that is, when your newborn birds are old enough to mate. To pass the time, strengthen your newborns with greens and then race them at the Gold Saucer until they reach Class S.

When they're ready, have the two birds mate with each other and use another Carob Nut. If things go well, you'll get the Mountain-and-River Chocobo (a.k.a. Black Chocobo) you so richly deserve.

THE OCEAN CHOCOBO

Take some time to care for your newborn. Feed it greens and race it until it reaches Class S. Then start looking for a Chocobo to mate it with.

This time you'll need to locate a **WONDERFUL Chocobo**. You can only find these birds near Icicle Inn, and they only hang out with Jumpings. If there's any other creature with the Chocobo, you should keep looking. Once you find a compatible Wonderful Chocobo, you'll need to strengthen it the same way you did the baby.

When both Chocobos are Class S racers and are ready to mate, talk to Choco Billy and let the magic begin. To get the Ocean Chocobo (a.k.a. Gold Chocobo), you'll need to use the Zeio Nut and say a small prayer. With any luck, you'll get the best bird in the game.

WOW! WHERE DO I GO FROM HERE!?

So I bet you're looking for the big payoff, right? Those special Chocobos you've spent so much time breeding can get you to areas you normally can't reach. Each of these difficult-to-reach areas contains a one-of-a-kind Materia that makes Chocobo breeding well worth the effort.

Mideel Area Cave

This cave is almost due east of the Ranch on a stony island. You can't reach the cave with an airship due to the terrain, but if you load a Mountain-Chocobo, Mountain-and-River Chocobo, or Ocean Chocobo onto an airship and land on the grassy part of the island, the Chocobo should be able to take you to the cave. Inside this area, you'll find the **"Quadra Magic" Materia**; this Materia alone is worth the trouble of breeding Chocobos.

Wutai Area Cave

You'll find this cave south of Wutai on the east side of the mountain range. Transport a Mountain-Chocobo, Mountain-and-River Chocobo, or Ocean Chocobo to the area near Wutai, and then ride into the mountains. Inside the cave you'll find the **"Mime" Materia**.

Corel Area Cave

Not far north from the entrance to Mt. Corel, you'll find a cave surrounded by desert sands. You can reach this cave by any type of special Chocobo, although you'll have to land in different areas depending on which Chocobo you take. This cave contains the **"HP<->MP" Materia**.

Knights Cave

This is the toughest cave to reach. It's on an uncharted island northeast of the island where you find Zeio Nuts. The only way to reach it is on the back of an Ocean Chocobo, because there's no place to land an airship on the island. The cave contains the ultimate summon Materia, **Knights of the Round**. Now there isn't an enemy in the world that can stop you!

WHAT'S THAT "CHOCOBUCKLE" THING?

Chocobuckle is just one of the many Enemy Skills you can learn while equipped with an "Enemy Skill" Materia. It just so happens that the only place Chocobuckle can be learned is right next to my ranch. I had nothin' to do with it...really!

To get Chocobuckle, you first need to have already learned the **Level 4 Death** skill from a local **Mu**. (Mus also only roam the plains around my ranch.) Then you need to locate a **Level 16 Chocobo**, which isn't easy. These Chocobos are fairly rare, so you'll have to fight your way through a horde of Level 13 Chocobos just to find one Level 16. To determine a Chocobo's level, you can either use a "**Sense**" **Materia**, or you can just look for a Chocobo with two Levrikons. These Chocobos are always Level 16. Once you've identified a Level 16 Chocobo, feed it either a **Mimett** or a **Sylkis Green** (We sell Mimett Greens at the ranch, but you'll have to find Sylkis Greens elsewhere.) and then hit the Chocobo with Level 4 Death. This will cause the Chocobo to retaliate with Chocobuckle. This unique skill causes an amount of damage equal to the number of times you've escaped from combat. So the more chicken you've been, the more damage Chocobuckle causes!

ANYTHING ELSE I SHOULD KNOW?

Are you kidding!? What more do want!? You now know as much about Chocobos as Choco Bill himself. Just remember to have fun and don't get frustrated if Chocobo breeding doesn't go exactly as planned. Everything you need is right in front of you, so take your time and double-check yourself if things aren't going well. Oh... and remember to always come to Choco Bill's Chocobo Ranch for all your Chocobo related needs. Until next time... Wark! Wark!

ASSAULT ON MAKO REACTOR NO.1

ITEMS

Potion (X3)
Phoenix Down
"Restore" Materia
Assault Gun
(Boss)

ENEMIES

MP
Guard Hound
Grunts
1st Ray
Mono Drive
Sweeper
Guard Scorpion
(Boss)

Cloud's first job with the rebel group known as AVALANCHE is to destroy Mako Reactor No. 1. The plant is heavily guarded, but Cloud and Barret should be more than a match for most of the enemies they'll encounter.

ITEM TIP: AS CLOUD EXITS THE TRAIN, MAKE SURE YOU CHECK THE TWO DOWNED GUARDS TO FIND TWO POTIONS.



Follow the team inside the reactor and speak to Cloud's companions, Biggs and Jessie, to open the security doors. Then hit the button inside the elevator to move the team deeper inside the reactor. The path to the reactor's core is fairly straightforward. Jessie will lead you part of the way, which makes the task even simpler. Just keep Cloud and Barret healthy and don't forget to save when you reach the first save point, the spinning crystal question mark.

BATTLE TIP: IN MOST OF THE EARLY BATTLES, YOU'LL ONLY USE YOUR CHARACTERS' NORMAL ATTACKS. YOU CAN CUT DOWN THE SELECTION TIME BY HOLDING THE [ENTER] KEY AS A CHARACTER'S TIME BAR REPLENISHES. THIS AUTOMATICALLY SELECTS YOUR NORMAL ATTACK AND THE CLOSEST ENEMY WHEN THE TIME BAR IS FULL.



As Cloud approaches the Mako Reactor, he finds a "Restore" Materia on the floor—unfortunately, he can't do anything with it right now. Continue forward

ITEM TIP: THE PARTY WILL FIND MANY USEFUL ITEMS LYING AROUND DIFFERENT AREAS OF THE GAME. KEEP YOUR EYES OPEN OR CLOUD MAY RUN RIGHT PAST ONE. IN THIS AREA, KEEP YOUR EYES OPEN FOR A POTION AND YOUR FIRST MATERIA, THE "RESTORE" MATERIA.

and Cloud will plant the explosives, which triggers an alarm that alerts Shinra's forces to the group's presence.

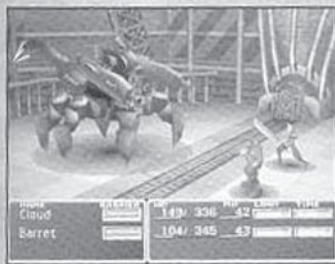


BATTLE TIP: SOME ENEMIES HAVE A WEAKNESS OR IMMUNITY TO AT LEAST ONE TYPE OF ELEMENT. ICE-BASED CREATURES FALTER AGAINST FIRE, BUT ARE HEALED BY ANY TYPE OF ICE-BASED ATTACK. IN THIS AREA OF THE GAME, YOU'LL RUN INTO SEVERAL MECHANICAL ENEMIES, LIKE THE SWEEPER. YOU CAN SHORT-CIRCUIT THESE MOTORED MENACES WITH THE BOLT SPELL.



BOSS FIGHT: GUARD SCORPION

Although the Guard Scorpion has some deadly attacks, Cloud and Barret's combined strength should be more than enough to punch its ticket.



Start the battle by having Cloud pummel the Guard Scorpion (another mechanical creature) with constant **Bolt** spells while Barret uses his normal attack.

Guard Scorpion

Area—Beastco



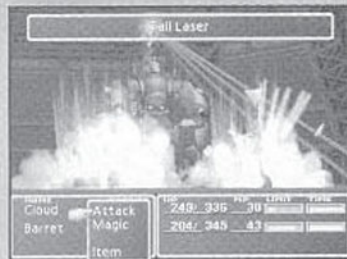
MORPH	STEAL	ATTACKS
N/A	N/A	Search Scope, Scorpion Tail, Sfx Tail
LVL 12		⚡ Norm
HP 800		⚡ Norm
MP 0		⚡ Dbl EN
EXP 100		⚡ Norm
GR 100		⚡ Invol
AP 10		⚡ Norm
		⚡ Norm
Stk	Def	Con
Str	Mag	Spk
Int	Wis	Cha

After several attacks, the Guard Scorpion raises its tail and begins to shake violently, at which point Cloud warns Barret to be careful. When this occurs, STOP YOUR ATTACKS! Attacking



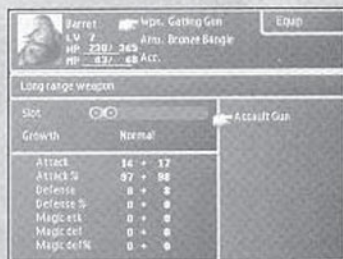
BATTLE TIP: KEEP YOUR EYE ON CLOUD AND BARRET'S HIT POINTS (HP). IF EITHER FALLS BELOW 100, USE POTIONS TO HEAL THEM.

the Boss during this time period causes it to counter-attack with its super weapon, the **Tail Laser**. This move causes close to 75 points of damage to both characters. When the Boss returns to its normal stance, continue your regular attack pattern.



The Guard Scorpion is easily destroyed, but the fight costs the team precious time. Cloud now has only 10 minutes to evacuate the Mako Reactor before the bomb explodes.

Before running for the exit, quickly equip Barret with the **Assault Gun** that the Boss leaves behind. You may want to save on your way out just in case something unexpected occurs.



NOTE:
THE TIMER RUNS CONTINUOUSLY, SO YOU MUST QUICKLY FINISH YOUR BATTLES. IF TIME IS SHORT, YOU CAN RUN FROM YOUR ENEMIES BY HOLDING [3] AND [9] ON THE NUMERIC KEYPAD.



As Cloud makes his way through the pipes and support structures, he finds Jessie stuck where he had left her. Help Jessie release her foot and then follow her to the exit. If you fail to rescue Jessie, you won't be able to open the security doors above.



When you reach the security doors, speak with Jessie and Biggs again—they'll release the locks for you. If you make it to this location quickly—and the party is still in good health—use this time to fight some enemies in the area. This is a great opportunity for the characters to easily gain a level. In addition, they will be fully healed when they get outside. When you're ready, run Cloud out of the area and watch Mako Reactor No. 1 burn.



THE GETAWAY

ITEMS

Potion

ENEMIES

MP

Guard Hound

After escaping from the burning reactor, follow Barret back to the main street. It's here where you'll meet a flower girl who has been knocked down in the chaos created by the reactor's explosion. As Cloud approaches, she stops him in hopes of obtaining some information about the explosion. (Plus, she may even sell another flower!) Take some time to talk to her. You don't need to buy any flowers, but, come on, it's only one Gil! Performing this small deed may even benefit you later in the game. After exchanging pleasantries, follow the flower girl off-screen and into the courtyard.



There's not much to do here except talk to a couple of folks and fight a few Guard Hounds. Make sure you grab the **Potion** as you move south toward the next area.

As Cloud hits the streets, he has a run-in with the law. You have two options in this scenario: *Fight or Run*. If you need the

experience, you should fight, because none of the MPs present much of a threat.



NOTE:

YOU NEED TO MAKE YOUR DECISION QUICKLY, BECAUSE TAKING TOO MUCH TIME IS VIRTUALLY THE SAME AS CHOOSING TO FIGHT.

The first and second groups in this battle consist of MPs in a normal fight. In the third fight, however, three MPs get the drop on Cloud, forcing him to fight enemies on both sides. Whether you choose to fight or run, Cloud is eventually surrounded and things begin to look bleak. However, Cloud's **SOLDIER** skills pay off as he hops over a bridge and lands on a train headed for the Sector 7 Slums.



SECTOR 7 SLUMS

ITEMS:

"All" Materia
Ether

Mako Reactor), you'll get the opportunity to do a little "slumming." First, take Cloud's payment for his first mission, a paltry 1500 Gil, and visit the local shops.

Catch up with the rest of the team at Tifa's bar, Tifa's Seventh Heaven. After speaking with everyone and learning about your next assignment (bombing Shinra's No. 5



As your first order of business, visit the Weapon Shop. Inside, you can purchase new weapons, take a quick rest, and even brush up on your adventuring skills. For now, pick up some **Iron Bangles** and sell all of the team's **Bronze Bangles** to the shop owner.

When that task is finished, go upstairs and visit the Beginner's Hall. If this is your first Final

Fantasy adventure, you should spend some time here talking to everyone. If not, just grab the "All"

Materia sitting inside the door and then get out.



NOTE: IF THE TEAM NEEDS TO REST, STOP AND TALK TO THE KID ON THE FIRST FLOOR. FOR 10 GIL YOU CAN USE HIS ROOM FOR THE NIGHT. DON'T GIVE HIM ANYTHING LESS.



Now you should stop by the Item Shop for some new **Materia** and **Potions** if you need them. Beef up your party's offense with either a "Fire" or a second "Lightning" **Materia** and make sure you get a second "Restore" **Materia**. Outfit Cloud's Buster Sword with the "All" **Materia** and either the "Restore" or "Lightning" **Materia** so that you have a **Cure-All** or **Bolt-All** spell. Those players who rely

heavily on your party's physical strength will prefer the Cure-All combination, because it makes it easier to heal your party. But for all you magic users, you'll be happy to know that a lot of the monsters you'll face in the No. 5 Mako Reactor are mechanical and therefore weak against Lightning spells. In some cases, you can actually wipe out an entire group of mechanical enemies with a single Bolt-All spell.



NOTE: EXPLORE THE REST OF THE TOWN AT YOUR LEISURE AND HEAD TO THE STATION WHEN YOU'RE GOOD AND READY. DON'T FORGET TO SAVE YOUR GAME!

ITEM SHOP

ITEM	COST
Potion	50
Phoenix Down	300
Antidote	80

MATERIA SHOP

ITEM	COST
"Fire"	600
"Ice"	600
"Lightning"	600
"Restore"	750

WEAPON SHOP

ITEM	COST
Iron Bangle	160
Assault Gun	350
Grenade	80

REST

LOCATION	COST
Boy's Room	10

Congratulations on your first successful mission! However, the fight against Shinra has only just begun. There are numerous Mako reactors and AVALANCHE's forces are sparse. This will be a battle not easily won.



RAID ON SECTOR 5 REACTOR

ITEMS

Phoenix Down
Hi Potion
Ether (X2)
Potion
Tent
Titan Bangle
(Boss)

ENEMIES

Smogger
Proto Machinegun
Blood Taste
Air Buster (Boss)
Grashtrike
Rocket Launcher
Special Combatant
Blugu
Chuse Tank

Inside the train, talk to Tifa and an alarm will sound. It looks like Shinra moved the ID checkpoint. The team now has fifteen seconds to run from car to car to avoid getting locked in.



In the first car, talk to the bum lying on the seat at the

back of the car and he'll give you a **Phoenix Down**. In the second car, talk to

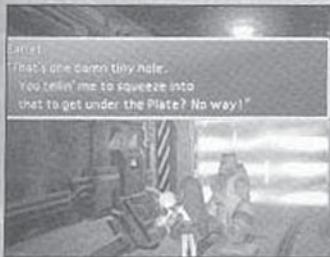
ITEM TIP: YOU MAY NOT WANT TO STOP AND TALK TO THE OTHER PASSENGERS DURING THE LOCK-DOWN, BUT DOING SO WILL GET YOU A FEW GOODIES. YOU MUST BE QUICK; SO MAKE SURE YOUR MESSAGE TEXT SPEED IS SET AS FAST AS POSSIBLE.

the guy closest to the front of the car and he'll give you a **Hi-Potion**. In the third car, a guy walking the opposite direction will sometimes steal **100 Gil** from you. If you run after him, you can force him to give it back, however, this takes quite a bit of time. The fifth car, your final destination, contains no hidden items.



To exit the train, talk to Tifa in the last car and enter the tunnels. If you get trapped in one of the earlier cars, Barret blows up the door and the team jumps early. The point in time that the team exits the train determines how far north they must walk to reach the reactor.

TIME-WASTER: IF YOU GET TRAPPED IN THE FIRST CAR, YOU'LL GET DROPPED OFF NEXT TO A STATION GUARDED BY SPECIAL COMBATANTS. YOU CAN'T GET PAST THEM, BUT YOU CAN FIGHT THEM OVER AND OVER UNTIL YOU GET BORED AND DECIDE TO HEAD IN THE OPPOSITE DIRECTION.



Shinra security sensors block your path at the end of the tunnel. Check the hatch to the left of the sensors and jump inside to bypass them. The chute leads to a large area that resembles a warehouse.

You have two paths to choose from here, both of which lead to the same place. Talk to the team and they'll guide you in the appropriate direction.

SAVE NOW!
MAKE SURE YOU
SAVE YOUR GAME
BEFORE ENTERING
THE ACTUAL
REACTOR.

Do things look familiar? Well, they should. Use the slide to get down and then head to the reactor core (the path is the same as the first reactor). The team sets off the bomb without incident and there's no time limit this time, but the team still needs to quickly head for the exit. You can't go up the slide this time. Instead, you must follow the same path you used to exit the first reactor.



After the elevator, enter the control room to the side. To open the security door, the team must press all six switches at once. This is actually an easy task. All you need to do is count to three and then tap the [Enter] key. Make sure you save your game, and then spend some time building up Cloud's Level before moving on.

The team is cut off by Shinra SOLDIERS on the next screen. Before they can react, the team is forced to battle Shinra's latest invention: Air Buster, a technosoldier!



BOSS: AIR BUSTER

Although Air Buster is surrounded, it's still a formidable opponent. Its attacks are extremely powerful, but Air

Buster's attacks build up the party's Limit Breaks faster than they chew away at the party's HP. Using Limit Break attacks against its back results in a quick fight. In fact, the combined power of Cloud and Barret's Limit Breaks can take down Air Buster in a single turn.

If your characters' Limit Break meters aren't built up, use normal attacks against

Air Buster's back and use **Bolt** as much as possible. Air Buster's attacks are strong, but not strong enough to bury any of your fighters if you keep their health up. In the end, Air Buster digs its own grave because its powerful blows quickly fill your party's Limit Break meters.

Air Buster

MORPH N/A

STEAL N/A

ATTACKS
Counter Attack By
Backs: One-Gun

Area—Reactor



LVL 15

HP 1200

MP 0

EXP 180

GL 150

AP 16

⚡ Norm

⚡ Norm

⚡ Dbl Eff

⚡ Invol

⚡ Norm

⚡ Invol

⚡ Norm

⚡ Norm

⚡ Norm

BATTLE TIP:

YOUR ATTACKS WILL BE MUCH MORE EFFECTIVE WHEN YOU HIT AIR BUSTER IN THE BACK, WHICH IS EASY BECAUSE IT TENDS TO TURN AND FACE THE LAST PERSON TO ATTACK.



Counter Attack

NAME	HP	MP	LIMIT	ITEM
Barret	389/409	69		Attack
Cloud	374/440	83		Magic
Tifa	310/370	70		Item



Bolt

NAME	HP	MP	LIMIT	ITEM
Barret	252/409	69		Limit
Cloud	374/440	83		Magic
Tifa	310/370	70		Item

When you defeat this Boss, you're rewarded with a **Titan Bangle**.

WARNING! WATCH OUT FOR AIR BUSTER'S BIG BOMBER AND COUNTERATTACK: REAR GUN ATTACKS. BOTH ARE SURPRISINGLY POWERFUL.

SECTOR 5 SLUMS

ITEMS

Ether
"Cover" Materia

ENEMIES

Hedgehog Pie
Guard Hound
MP
Whole Eater
Vice

Cloud awakens to find Aeris, the flower girl from earlier, being hounded by Shinra's security forces, which

gives Cloud the chance to become a hero. As the chase begins, exit through the back of the church and race up the stairs. Aeris will follow Cloud, but is soon cut off by the Shinra soldiers and their trusty machine guns. She falls to the floor below and the soldiers move to intercept.



When this occurs, you're given the chance to have Aeris "fight," "run," or "hold on a minute." Choose to have her **"hold on a minute,"** and then run up to the next level until you see four barrels, three of which you can use to help Aeris. She will get attacked three times. Push the

barrels in the order shown on the map (see map section) to eliminate the threat and Aeris won't be forced to fight alone.



Once Cloud and Aeris have successfully eluded Shinra's forces, you're instructed to head for Aeris' house in the Sector 5 Slums, which is a short walk west from the church. You can only go to the Sector 5 Slums for now, because two men have blocked the path to Sector 6. Talk to everyone in the town before proceeding to Aeris' house.

SECRET!

THERE'S A SLEEPING BOY IN THE HOUSE ON THE EAST SIDE OF THE SLUMS. HE MENTIONS A SECRET DRAWER IN HIS DRESSER THAT CONTAINS 5 GIL. WHATEVER YOU DO, DON'T TAKE HIS MONEY! FIVE GIL IS NOTHING TO A WARRIOR LIKE YOU.



TURTLE'S PARADISE FLYER #1: WHILE YOU'RE IN SECTOR 5, YOU CAN CHECK OUT THE FIRST OF SIX TURTLE'S PARADISE FLYERS. FINDING ALL SIX EARN'S YOU A PRIZE WHEN YOU VISIT THE VILLAGE OF WUTAI MUCH LATER IN THE GAME. THE FIRST FLYER IS LOCATED ON THE SECOND FLOOR OF THE HOUSE ON THE EAST SIDE OF TOWN.



AERIS' HOUSE

ITEMS

Ether
"Cover" Materia
Potion
Phoenix Down

MATERIA TIP: BEFORE YOU ENTER AERIS' HOUSE, CHECK THE GARDEN FOR AN ETHER AND A "COVER" MATERIA. THIS IS ALSO A GOOD TIME TO SAVE YOUR GAME.

Inside the house you'll meet AERIS' stepmother, who asks Cloud to leave in the middle of the night without AERIS. Go upstairs to the empty bedroom and rest until that time.

When Cloud wakes up, it's time to leave. AERIS hasn't fallen asleep yet, so you must be quiet. Grab the care package next to the door and slowly walk—don't run—towards the outside edge of the room, sticking close to the railing. When you get outside, head for Sector 6.



SECTOR 6

ITEMS

5 Gil
Ether
"Cover" Materia
Poison
Phoenix Down

ENEMIES

Hell House
Whole Eater



Sector 6 is a wreck, so refer to the accompanying map (see map section) until you reach a small playground. Cloud and Aeris take a break here, but before long the gate to Sector 7 opens and a Chocobo-drawn cart appears. Is that Tifa in the back of that cart? Follow it to the fabled town of Wall Market.

WEAPON SHOP

ITEM	COST
Titan Bangle	280
Grenade	80

ITEM SHOP

ITEM	COST
Potion	50
Phoenix Down	300
Antidote	80
Tent	500

MATERIA SHOP

ITEM	COST
Fire	600
Ice	600
Lightning	600
Restore	750



WALL MARKET

ITEMS

Phoenix Down
Hyper (X2)
Key Item "Dress"
Key Item
"Cologne"
Key Item
"Lingerie"
Key Item "Tiara"
Key Item "Wig"
Key Item
"Member's Card"
Ether

ENEMIES

Corneo's Lackey
Scotch

Wow! Now THIS is a town! But where's Tifa? Looks like you've got some exploring to do. A little investigation near the southern portion of Wall Market reveals that Tifa's been taken north to Don Corneo's Mansion for an "interview" with the boss. Why would Tifa want a job at the Honey Bee Inn? Well, there's only one way to find out.

Head north to Corneo's Mansion and speak to the guard outside. You'll need to get into the mansion and it won't be easy because he has a strict policy of *girls only*. What to do? If Cloud dresses up as a woman, he might be able to sneak into Corneo's Mansion unnoticed. But if Cloud is really going to try to fool Don Corneo, he'll need more than just a dress and wig to disguise his manly physique.

"Here at the Honey Bee Inn, it's customary for all the new girls to be taken to Don Corneo's mansion."



Aeris:
"Cloud, why don't you dress up like a girl? It's the only way."

CROSS-DRESSING TIP: THERE ARE SEVERAL ITEMS CLOUD CAN PICK UP TO ALTER HIS APPEARANCE. HOWEVER, HE ONLY NEEDS TO COLLECT A DRESS AND WIG TO ACTUALLY GET INTO CORNEO'S MANSION. IF YOU WANT THE FULL WALL MARKET EXPERIENCE, YOU SHOULD COLLECT ALL OF THE AVAILABLE ITEMS.

THE DRESS

Cloud's first stop is the Dress Shop, which doesn't start out well. It appears that the owner can't make any dresses because he's in a bit of a slump. Now he spends his days drinking in a local bar. If you can talk him into returning to work, he may be willing to make Cloud a dress. Go to the tavern and speak to the owner of the Dress Shop. He'll be happy to make the dress, but you must decide on the type of dress. Here are your choices:



Aeris:
"Excuse me! I'd like to get a dress."



Aeris:
"Something...
That feels clean
That feels soft"

Something that feels clean or soft

Something shiny or something that shimmers

Choose "soft" and "shimmers" to get the best dress, which is the **Silk Dress**. Choosing "clean" and "shiny/shimmers" gets you the **Cotton Dress** and choosing "soft" and "shiny" gets you the **Satin Dress**. Now that you have the dress, it's time to find a wig. The shop owner thinks you can get one from the gym. Huh?



THE WIG

It looks like Big Bro, the gym's owner, is into cross-dressing and must spend a lot of time at the Dress Shop. He says he'll give you a wig, but first Cloud must defeat one of the muscle-heads in a "squat" contest. To perform the squats, just tap the [Del], [Ins],



and [Enter] keys in order. Don't press the next key until the previous movement has been completed. With a little practice, you can easily find the proper timing. If you mess up during the contest, Cloud will scratch his head and you'll have to start over by pressing the [Ins] key. You'll receive a **Blonde Wig** when

you win the contest; however, there's no need to worry if you don't win. You get a **Dyed Wig** for a tie and a plain **Wig** that's been stored in a slightly unsanitary spot should you happen to lose.

Now it's decision time. You have two options: You can simply proceed to Corneo's Mansion, or you can spend some more time collecting items to make Cloud's disguise more convincing. Why should you continue to collect items? Cloud may look *somewhat* like a woman with his disguise on, but he's not the most attractive woman. Cloud would look much more appealing to Corneo and his cronies if he had some items like Cologne, Lingerie, Makeup, and a Tiara.

MOVING ON:
IF YOU WANT TO
COLLECT THE
EXTRA ITEMS,
KEEP READING. IF
NOT, RETURN TO
THE DRESS SHOP
AND CLOUD WILL
TRY ON HIS NEW
OUTFIT. THEN
YOU CAN SKIP
AHEAD TO
CORNEO'S
MANSION.

THE COLOGNE

First, Cloud needs some Cologne. Remember the guy in the bar doing the “pee-pee dance?” Talk to him and then talk to the lady who seems to be hogging the bathroom. Looks like she needs some medicine, but not any medicine will do. She needs a special

medicine that can only be obtained with a **Pharmacy Coupon**. You're in luck—it just so happens that the local restaurant is handing out coupons with the purchase of a meal. Go to the restaurant and order any meal, but just make sure you have the money to pay for it.



After you receive the coupon, go to the local pharmacy and you'll be given a choice of the following medicines:

Disinfectant, Deodorant, or Digestive. Select the Digestive and return to the bar. Hand over the Digestive to the lady in the bathroom and you'll receive the **Sexy Cologne**. If you choose the Disinfectant, you'll receive **Cologne**, and if you choose the Deodorant, you'll receive the **Flower Cologne**.



THE TIARA



Now head to the Materia Shop and speak to the man behind the counter. He needs a favor and if you're willing to spend the night at the Inn and make a small purchase from their vending machine, he'll

compensate you for your time. Head to the Inn, but make sure you have at least **210 Gil**. Pay the 10 Gil for a night's stay and Cloud will go to the vending machine in the middle of the night. Inside the vending machine are three items for sale. Purchase the most expensive item (at 200 Gil) and then return to the Materia Shop in the morning. The owner appreciates the help and gives you a **Diamond Tiara** for your troubles. You'll receive a **Glass Tiara** if you spend 50 Gil and a **Ruby Tiara** if you spend 100 Gil. Now there's only one more item to go!

THE LINGERIE

It's time to check out the Honey Bee Inn. Just west of the Honey Bee Inn, there's a guy walking around in circles who just happens to have a **Member's Card**. If you want to get inside, you'll need that card. Fortunately, he turns over his card. Now that you have the card, speak to the man at the entrance of the Honey Bee Inn and he'll let you inside.



VOYEUR'S DELIGHT: You can spy on the two occupied rooms. While looking through the keyhole, you can change your view by pressing [4] or [6] on the numeric keypad. This enables you to keep up with all the action inside.



Inside the Inn, you must choose a room for your "activities," but only the two rooms on the left are open.

When you're ready, enter the room of your choice. Regardless of the room you select, you'll walk away with an undergarment of some sort. (**Bikini Briefs** if you choose the Group Room; **Lingerie** if you choose the &\$% Room). Before leaving

the club, visit the Honey Bees' dressing room and they'll be glad to apply some **makeup** to Cloud's face.



That's it! Cloud should have everything he needs to complete his disguise. So return to the Dress Shop and try on everything. It's now time to make a return visit to Don Corneo's Mansion.

Upon entering the mansion, you're given a chance to search for Tifa. To find her, enter the open door on the second level. You'll find her alone at the bottom of the stairs. When Don Corneo's guard yells down the stairs, head back up into the Don's chambers. It's in these chambers that the Don decides who gets a "fun-filled" evening and who gets thrown to the dogs.



If you collected the Silk Dress, Blonde Wig, Sexy Cologne, Diamond Tiara, an undergarment, and makeup, Corneo will pick Cloud as his lucky guest.

NOTE: OTHER COMBINATIONS OF ITEMS MENTIONED PREVIOUSLY MAY CAUSE DON CORNEO TO CHOOSE EITHER AERIS OR TIFA.

When Cloud is chosen, he goes straight to the Don's bedroom. If he's not chosen, you'll have to deal with Corneo's thugs first.

CLOUD GETS REJECTED

When Cloud gets rejected, he is taken to a side room as a reward to Corneo's faithful few. You can run around as much as you like, but the guy guarding the door won't let you leave. You'll need to speak to Scotch and reveal your true gender if you ever want to leave this place. Of course, revealing this bit of info instigates a brawl that Cloud must win on his own. Scotch is a bit tougher than the other goons, but both fights are really easy. After you escape, either Tifa joins you in the hall or you'll have to retrieve Aeris from the basement before heading for Corneo's bedroom. (This scenario depends upon who was chosen.)



CLOUD GETS CHOSEN



When Cloud gets chosen as Corneo's "friend" for the night, you start in his bedroom and get to decide for yourself whether or not you play along with his misguided come-ons. Eventually, Tifa and Aeris break into the room and together the team forces the Don to spill his guts.



It seems Heidegger of Shinra hired the Don to investigate Barret and locate AVALANCHE's hideout. Shinra planned on exterminating AVALANCHE after infiltrating the hideout by destroying the Sector 7 support. Doing so would have caused the plate above to crush the entire sector, which would cause some severe



trouble! Before the team can leave, Don Corneo turns the tables and casts them out of his mansion by using a trap door.

ITEM TIP: THERE'S A WELL-HIDDEN HYPER BEHIND CORNEO'S BED AND A PHOENIX DOWN IN SCOTCH'S ROOM. IF CLOUD GETS CHOSEN BY CORNEO, YOU'LL ONLY BE ABLE TO PICK UP THE HYPER; HOWEVER, YOU'LL BE ABLE TO COLLECT THE PHOENIX DOWN LATER WHEN CLOUD RETURNS TO WALL MARKET.

WALL MARKET SHOPS

INN

Rest 10

AUTOMATED ITEM SHOP

Nothing

ITEM SHOP #2

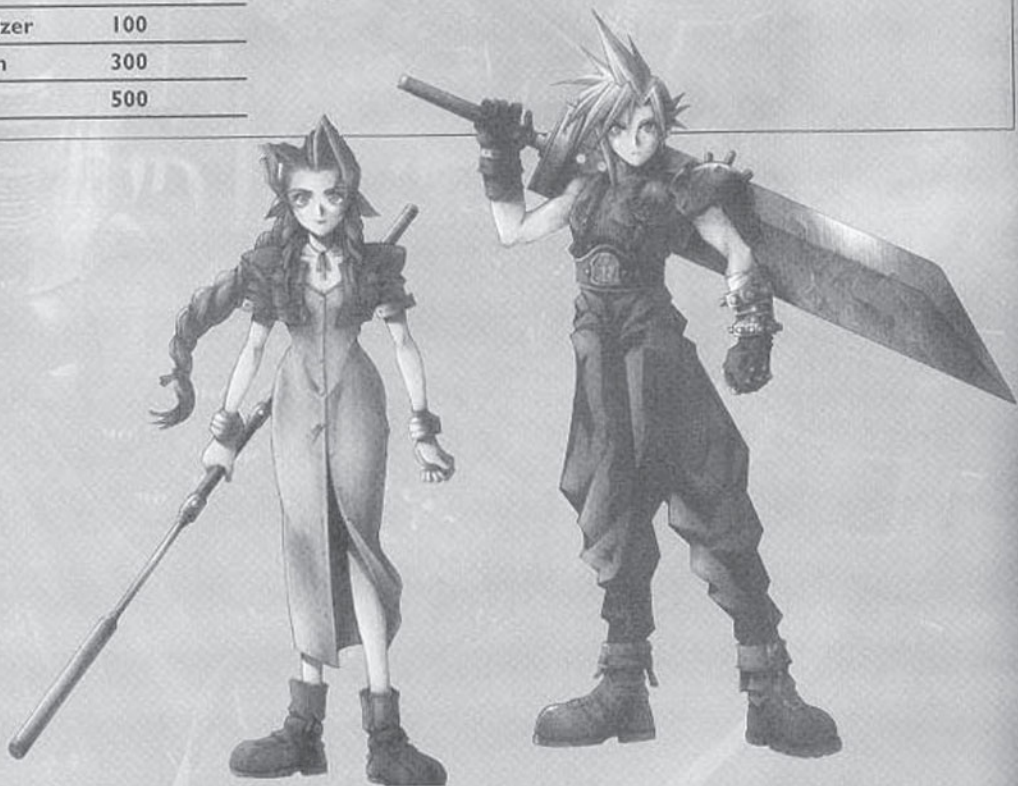
ITEM	COST
Potion	50
Phoenix Down	300
Antidote	80
Echo Screen	100
Eye Drop	50
Hyper	100
Tranquilizer	100
Hi-Potion	300
Tent	500

WEAPON SHOP

ITEM	COST
Mythril Rod	370
Metal Knuckle	320
Assault Gun	350
Titan Bangle	280
Mythril Armlet	350

MATERIA SHOP

ITEM	COST
Fire	600
Ice	600
Lightning	600
Restore	750
Cover	1000



THE SEWERS AND THE TRAIN GRAVEYARD

ITEMS

"Steal" Materia
Hi-Potion (X3)
Echo Screen
Potion (X3)
Ether

ENEMIES

Aps (Boss)
Sahagin
Ceasar
Ghost
Deenglow
Eligor

Corneo's trap door deposits the team deep within the sewer system below his mansion. Take a moment to equip Tifa with any new weapons and armor you may have purchased, and give Cloud a Materia crystal or two. Also, consider equipping Aeris with the "Fire"

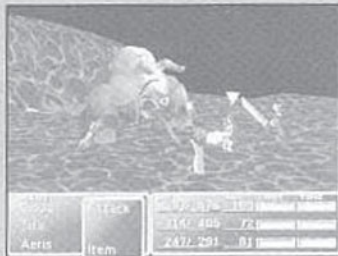
Materia before proceeding. However, before the team can fully recover, the Don's hero disposal system, the giant creature known as "Aps," attacks them.



BOSS FIGHT: APS

Aps is a strange creature. Its strongest attack is the **Sewer Tsunami**, a water-based attack that causes damage to your entire party. What's interesting about this attack is that it also causes damage to Aps. You'll notice that the wave comes from two directions. When coming from behind Aps, it causes more damage to Aps than it does to the team. If it starts behind the team, it inflicts considerably more damage to the team than to Aps.

Aps	MORPH	STEAL	ATTACKS
	N/A	N/A	Source: Final Fantasy VII
Area—Sewers	LV. 18		⚡ Norm
	HP 1800		⊗ Norm
	MP 0		! Norm
	EXP 240		⚡ Norm
	GL 0		⊗ Norm
	AP 22		⊗ Norm
			⚡ Norm
			⚡ Norm



Regardless, you may find that Aps causes more damage to itself than you can cause to it.

Aps has a definite weakness to Fire, so have your characters equipped with the "Fire" Materia. It's best to equip it with Aeris, because you can concentrate on casting the Fire spell



and healing the party. The other two party members should use normal attacks, magic, and Limit Breaks to knock Aps into submission. If Cloud has his Cross-Slash Limit Break, you'll find Aps much easier to defeat. This Limit Break will often paralyze Aps for most of the fight.

With Aps defeated, the party is ready to make the long trek through the sewers to the Sector 7 Slums. With any luck, they can get there in time to prevent Shinra from destroying the support column.



MATERIA TIP: THERE ARE A FEW ITEMS TO PICK UP IN THE SEWERS, THE BEST OF WHICH IS THE "STEAL" MATERIA. EQUIP IT IMMEDIATELY, MOST LIKELY WITH TIFA, AND START FILLING YOUR INVENTORY WITH LOTS OF STOLEN GOODS.

HOW'S YOUR HEALTH? THE TEAM MAY BE WEAK AFTER FIGHTING APS. YOU SHOULD HEAL EVERYONE BEFORE CONTINUING YOUR EXPLORATION OF THE SEWERS.

When you exit the sewers, you'll appear deep inside the Train Graveyard. There are some particularly nasty beasts roaming around here, so save before you attempt to venture through the rusted wreckage.

There are basically two ways to get around the train cars: You can either go through the cars or crawl over them. Look for girders and gratings, because they serve as steps into or onto the cars. If you can't get down from a train car, backtrack and look for an entrance. If you can't go through, look for a way over.

EQUIPMENT UPGRADE: KEEP YOUR EYES OPEN FOR A CREATURE NAMED ELIGOR. YOU CAN STEAL A STRIKING STAFF FROM IT, WHICH IS AERIS' STRONGEST WEAPON AT THIS POINT IN THE GAME. YOU WON'T GET A CHANCE TO PURCHASE THIS WEAPON UNTIL MUCH LATER AND IF YOU COLLECT SEVERAL, YOU CAN SELL THEM FOR A TIDY LITTLE PROFIT.



ITEM TIP: THERE ARE LOTS OF ITEMS AWAITING THOSE WILLING TO SEARCH THEM OUT, BUT NOT ALL OF THEM ARE OBVIOUS. MAKE SURE YOU COLLECT THE ITEMS CONCEALED IN THE OIL BARRELS LOCATED THROUGHOUT THE TRAIN GRAVEYARD.



A large pile of dirt blocks the exit, preventing Cloud from going over it or through it. Instead, you'll need to create a new path to reach the exit. Hopping into the first train engine causes it to push one of the boxcars to the side. Now hop into the second engine and Cloud will move it between two more boxcars. In effect, this creates a bridge to the Sector 7 Station.



NOTE: YOU CAN EASILY PICK OUT THE TWO ENGINES, BECAUSE THEY'RE A SLIGHTLY DIFFERENT COLOR FROM THE REST OF THE TRAIN CARS.

THE PILLAR ASSAULT

ENEMIES:
Aero Combatant

The team reaches the pillar just in time to fight Shinra. However, the attack is already well under way and Barret is hurting. Aeris briefly leaves the party and goes to make sure Marlene is safe. With Aeris occupied, Tifa

and Cloud must quickly scale the tower before Barret succumbs to Shinra's forces. Make sure you save your game before you head out.



Climbing the tower isn't very difficult, but during this adventure you'll find Biggs and Jessie seriously wounded and completely removed from the fight. When you reach the top, talk to Barret and you'll get a chance to equip him before taking on Shinra's forces. Give Barret any new armor you may have picked up, and give him some of the Materia





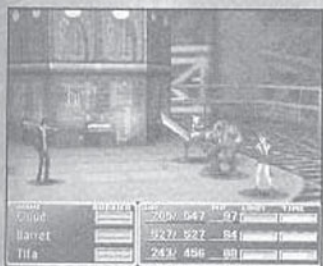
Aeris was using before she left the party. When you're ready, back out of the Menu and get ready to rumble!

It's time again to meet Reno of the Turks. With a press of a key, Reno activates the pillars' self-destruct system. The team might have a chance to stop the bomb, but Reno's not about to let that happen.

BOSS FIGHT: RENO OF THE TURKS

As long as you know what you're doing, this fight shouldn't be too difficult. Reno's best attacks are his **Electro-mag Rod** and **Pyramid**. The Electro-mag Rod inflicts a fair amount of damage and can temporarily stun a victim. If one of your characters gets stunned, there isn't much you can do except heal that person until he/she recovers.

Reno (Midgar)	MORPH	STEAL	ATTACKS
	N/A	N/A	Slap, Tech Light, Electro-mag Rod
Area—Midgar	LVL	50	↓ Norm
	HP	25,000	⊗ Norm
	MP	200	/ Absb
	EXP	5500	▲ Norm
	GIL	5000	✕ Norm
	AP	600	Q Inval
			≈ Norm
	Stp	Ret	Stn
	Def	Par	Dis



The Pyramid encases Reno's victim in a golden pyramid that keeps the affected player from participating in the battle. It's very similar to the "stone" effect, but you can destroy the pyramid by having one of your unaffected characters target it.



Use your Limit Breaks when they're available and keep your HPs up. If a character gets trapped in a Pyramid, free him/her immediately. Fire and Ice are also effective against Reno and typically cause twice as much damage as a normal attack. Reno will hold out for quite a while, but he'll bail when his HP are nearly depleted.

AFTERMATH

ITEMS

Zinc Batteries
Ether
"Sense" Materia

After a daring escape, the team comes to rest in the now ruined playground adjacent to what was previously known as Sector 7. Once the team pulls itself back together, return to Aeris' house in Sector 5 and check on Marlene's safety.



At Aeris' house, you learn more about Aeris and the Ancients. Elmyra, Aeris' stepmother, has plenty to tell the team. Before you leave Aeris' house, take a moment to rest upstairs. When you're ready to leave, the rest of the team will join you in your trip to the

MATERIA TIP: THERE'S A "SENSE" MATERIA LYING ON THE GROUND INSIDE THE PLAYGROUND. AT FIRST YOU CAN'T COLLECT IT, BUT YOU CAN RETURN FOR IT AS SOON AS TIFA AND BARRET REJOIN THE GROUP.



Wall Market. Make sure you save before you go.



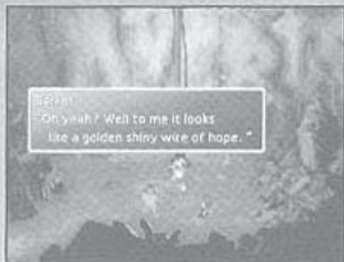
ITEM TIP: AS YOU PASS BACK THROUGH THE SECTOR 5 SLUMS, STOP AT THE HOUSE ON THE RIGHT SIDE OF TOWN. THE BOY UPSTAIRS (WHOM YOU MET EARLIER) IS NOW AWAKE AND WILL GIVE YOU A TURBO ETHER—THAT IS, IF YOU DIDN'T STEAL HIS 5 GIL DURING YOUR EARLIER VISIT.



Wall Market has changed a bit since you visited Don Corneo's mansion. The Materia Shop is now open, the Weapon Shop owner's pile of garbage is larger, and you now have a reputation thanks to your stunt at Corneo's. You can tour Corneo's mansion now if you want, but he is nowhere to be found. Kotch, one of Corneo's henchmen, is tied up in the basement. You can release him if you want.

ITEM TIP: If you missed the Phoenix Down or the Hyper during your previous visit to Corneo's, you can collect them both now.

When you first enter the north part of Wall Market, you'll see some kids run off to the right. Follow them and you'll find your way up to Shinra's Headquarters. But before you begin climbing the "Golden Shiny Wire of Hope," you'll need some supplies from the Weapon Shop.



The owner has a set of **Zinc Batteries** you'll need in order to make it up to the top of the plate. He's willing to part with them for a mere 300 Gil.

NOTE: If you don't have the Gil, return to Sector 6 and fight to get some so you can purchase the batteries. You must purchase them in order to reach Shinra's HQ!

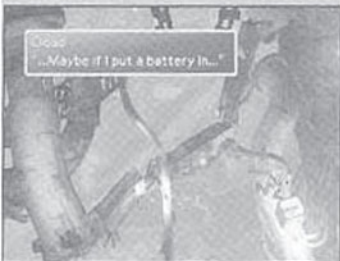
GOING UP?

ITEMS Ether

Now it's time for some climbing. Head up the wire and you'll find a huge maze of broken junk. The maze is tricky, so refer to the maps for guidance. There are sockets scattered

throughout the maze. You need to place a Zinc Battery in each socket or you won't be able to get past the various obstacles along the path.

Place a battery in the first socket to activate the propeller just ahead. The battery loses its power quickly, but the propeller becomes a bridge to the next pile of junk.



You must place the second battery in the socket that's connected to the barricade. Doing so moves the barricade and creates yet another bridge.



The swinging bar can be tricky. Press the [Enter] key just before the bar reaches the left side. Don't worry—if you miss, you can try it again.



Placing the third battery opens a chest that contains an **Ether**. Placing the last battery isn't necessary, but you have it so you might as well use it. Next stop, Shinra's HQ!

SHINRA'S HEADQUARTERS

ITEMS

Elixir
Key Item A Coupon
Key Item B Coupon
Key Item C Coupon
Star Pendant
Four Slots
"All" Materia
Phoenix Down (X2)
"Elemental" Materia
Megaphone
Ether
"Poison" Materia
Potion (X4)
"Enemy Skill" Materia

ENEMIES

Vargid Police
Warning Board
Grenade Combatant
Mighty Grunt
Moth Slasher
Hammer Blaster
Sword Dance
Soldier:3rd
Sample H0512 (Boss)
Sample H0512-OPT (Boss)

Save your game before you do anything. As you start out, you're given a choice as to which path to take. You can either take the

easy, indirect path up the stairs to the side, or you can use the front door and blast through with guns blazing.



ITEM TIP: IT PAYS TO TAKE BOTH PATHS. GOING IN THE FRONT WILL GET CLOUD AND THE REST OF THE TEAM EXTRA EXPERIENCE AND IT ENABLES YOU TO LOCATE THE SECOND TURTLE'S PARADISE FLYER. YOU CAN PICK UP A RARE ELIXIR IN THE MIDDLE OF THE STAIRWELL FOR NOW.

NOTE: THE PATHS ARE VERY DIFFERENT, BUT BOTH LEAD TO THE SAME PLACE. CHECK OUT THE WALKTHROUGH FOR YOUR CHOSEN PATH ("THE STAIRS" OR "IN THE FRONT"), AND WE'LL SEE YOU ON THE 59TH FLOOR.

I'M TAKING THE STAIRS!



Prepare for the walk of your life. There are no enemies on the stairs; however, there are nine sets of stairs to climb. It's worth exploring each set of stairs at least once just to see the team's comments.

TIP: THERE'S AN ELIXIR ON THE FIFTH SET OF STAIRS, YOUR ONLY PRIZE FOR TAKING THE LONG WAY.



I'M GOING IN THE FRONT!



You want a fight, you got a fight! Using the front entrance causes everyone to go running—everyone except a small group of Grenade Combatants. Unlike the rather uneventful stairs path, you'll have to deal with random encounters as you explore this area.



There's an Item Shop on the second tier where you can pick up some supplies and watch a video of the latest in the Shinra Motors line. The two chests in the back of the store can't be opened... yet! When you're ready, hop on the elevator at the back and head for the 59th floor.

The elevator ride isn't a smooth one. An alarm sounds during the trip, which forces the team to fight a series of battles before actually reaching their destination. Don't worry, though; none of the battles are very difficult.

TURTLE'S PARADISE FLYER #2:

CHECK OUT THE BULLETIN BOARD LOCATED NEAR THE ELEVATORS ON THE FIRST FLOOR. YOU'LL FIND THE SECOND OF SIX TURTLE'S PARADISE FLYERS HERE.



THE 59TH FLOOR

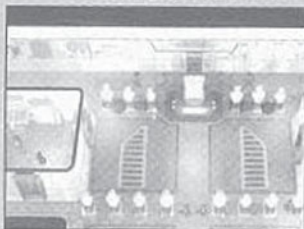
There isn't much to do on this floor except collecting the **Keycard** for the 60th floor. To get the Keycard, you must defeat the group of guards near the glass elevators (the



Keycard appears after the battle is won). This Keycard grants you access to the glass elevator, which you can use to reach the 60th floor.

THE 60TH FLOOR

This floor is heavily guarded and there's no way past the goons blocking your path. Well, almost no way. If you run into the room to the left, you'll break out on your own. You need to access the stairs on the opposite side, but there are four guards ready to stop you. You can get past them, but you must be sneaky.

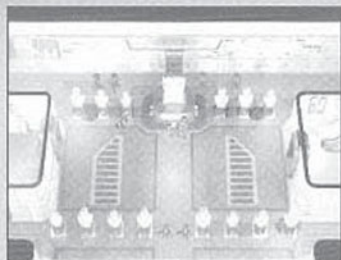


Using the statues as cover, move from statue to statue whenever the guards turn to walk. The guards follow a definite pattern and there are certain times when it's best to move.

NOTE: FROM THIS POINT FORWARD, YOU CAN USE THE GLASS ELEVATOR TO REACH THE NEXT FLOOR IF YOU HAVE THE PROPER KEYCARD. YOU CAN ALSO USE IT TO RETURN TO THE LOBBY AND REST.

After crossing a section, call over Tifa and Barret. They can't see the guards, so you'll need to tell them when the coast is clear. If you mess up, you are forced to fight and then start all over again. When you reach the other side, use the stairs to reach the next floor.

NOTE: IF YOU'RE HAVING TROUBLE,
FEAR NOT. AFTER FOUR FAILED
ATTEMPTS, THE GUARDS DISAPPEAR ALL
TOGETHER.



THE 61ST FLOOR

Your first task is to find a guy wandering around near the stairs. This guy gives you the chance to talk about Aeris. You can pry for more information if you want, but it's better to keep your cool. Doing so gets you the Keycard for the 62nd floor. There's nothing else to do here, so move onward.



THE 62ND FLOOR



The first thing you should do is visit **Mayor Domino**, who presents you with the challenge of figuring out a password. Tell him the password and he'll give you his Keycard for the 63rd, 64th, and 65th floors. **Hart**, Domino's assistant, is willing to sell you hints, but each one is offered at a more outrageous price than the last. It's a rip-off, but it's the easiest way to ensure you get the password on the first guess, plus you get to collect the **"Elemental" Materia**. Of course, you could skip paying Hart and read the tips below at no extra charge.

Hart's Tips

There are four research libraries on this floor for four different sections of Shinra, Inc. Parts of the password are hidden in each of the libraries. Pay close attention to the files in each room. The name of each library is written on the plaque outside the door. There is one file in each library mixed in from another library. Look carefully at the numbers on each file—there's a number at the beginning of each filename. Of course, there are even numbers on the files that don't belong in that library. You need to



TIP:

FOR EXAMPLE, IN THE ACCOMPANYING SCREENSHOT, THE DIMINISHING MAKO ENERGY AND PLANT MOVEMENTS HAS BEEN MISPLACED. SINCE THE NUMBER AT THE BEGINNING IS 7, COUNT OFF SEVEN LETTERS TO GET THE LETTER "S."



it's just a simple word scramble to figure out the correct answer. The password for each game is always random, so you'll need to figure this one out on your own!

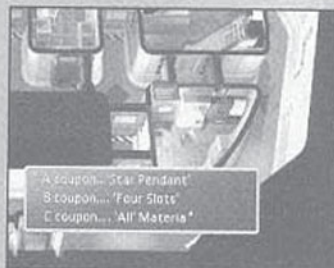
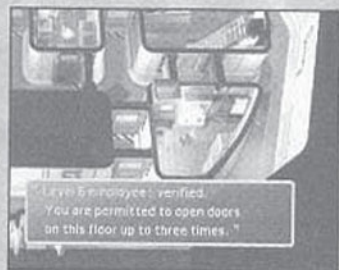
match the number with the letters in the title of the file. If the file starts with a 4, then check the fourth letter.

Find all four misplaced files and you'll get the four letters that comprise the password. Now



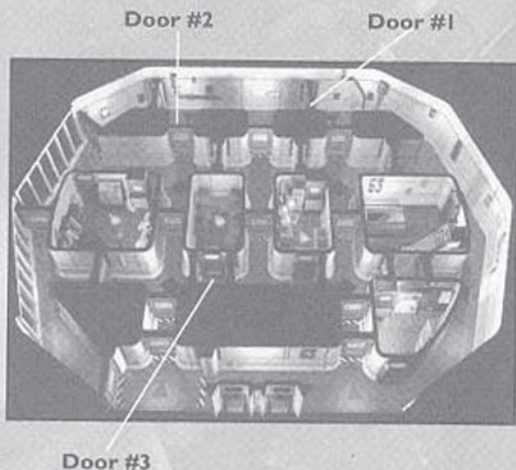
THE 63RD FLOOR

This floor is optional, but you can collect some nice items if you're willing to work for them. Visit the computer to gain access to three security doors. However, there's a problem: You can't collect the three **Item Coupons** by just opening three doors. To get the coupons, you need to open a couple of doors and then use the ductwork to move between rooms. If you mess up, you can reset the doors at the computer only if you've already traded a coupon.



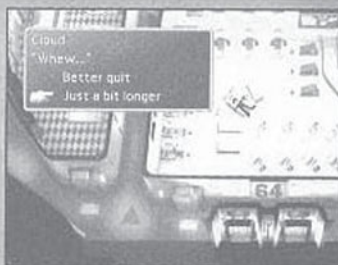
Here's what you need to do: First, open Security Doors 1 and 2 (see map). This enables you to enter a room and grab your first Item Coupon.

Now enter the ductwork and crawl to the middle room where the second Item Coupon is located. Exit the room and open Security Door 3 to find the last of the Item Coupons. With all three coupons in your possession, return to the computer and trade them in for a **Star Pendant**, **Four Slots**, and an **"All" Materia**.



THE 64TH FLOOR

The 64th Floor is a huge recreational area. If you want, you can rest and save your game before moving on. Visit the locker room and you can steal a couple of items from some unlocked lockers. There's a **Megaphone** in the back row of lockers, but Cloud won't take something he can't use. Oh well... maybe later.



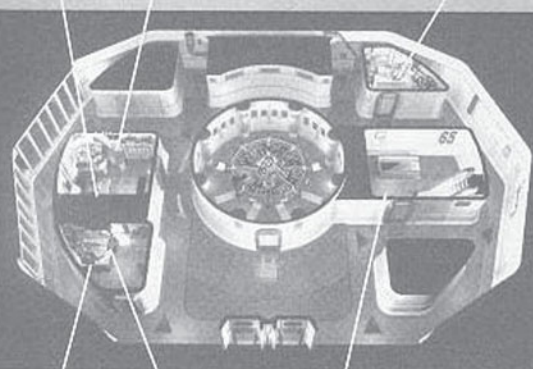
TIP: DON'T FORGET TO TRY OUT THE TREADMILLS AND THE VENDING MACHINES IN THE MAIN ROOM. ALTHOUGH YOU CAN'T GET ANY ITEMS FOR USING THEM, IT'S STILL PRETTY COOL TO PLAY WITH THEM.



THE 65TH FLOOR

There's a huge model of Midgar in the center of this room, but several pieces are missing. The locked chests located in the surrounding rooms each contain a piece of the model; however, you can only collect one piece at a time. Placing a piece in the model unlocks another chest, thus enabling you to get the next piece.

Chest A Chest C Chest E



Chest B Chest D Chest F

First, grab the piece in Chest A and place it in the spot closest to the door, which unlocks Chest B. (See map for details.) Collect that piece and place it in the next spot



WARNING! THERE ARE CREATURES ROAMING THIS FLOOR THAT YOU'LL NEED TO FIGHT.

to the right to unlock the next chest. Continue placing the new pieces in order in a counterclockwise pattern until all five spots have been filled. After placing the fifth piece, the chest in the stairwell unlocks. Inside it is the Keycard for the 66th Floor.

THE 66TH FLOOR



Now it's time for a little spy work. Find the bathroom, enter the open stall, and then climb into the ductwork that runs over the meeting room in the middle of the floor. From this choice location, you can listen in on the executive meeting below.

You'll learn about Shinra's latest evil doings and the circumstances concerning Aeris' fate. When the meeting is over, back out of the ductwork and follow the execs to the stairs—it's on to the 67th floor.

THE 67TH FLOOR

Follow Hojo around the floor and into the stock room. After checking out the "Jenova" tank, head toward the back of the warehouse where you can save and collect a "**Poison**" **Materia**. When you're ready, hop on the lift to the 68th floor.



EASY UPGRADES: IF YOU CAN FIND A MOTH SLASHER OR TWO TO FIGHT, YOU CAN STEAL SOME CARBON BANGLES, WHICH IS A MUCH STRONGER TYPE OF ARMOR. ALSO, WATCH FOR A SOLDIER: 3RD. THEY CARRY THE HARDEGE, WHICH IS THE BEST WEAPON FOR CLOUD AT THIS POINT IN THE GAME.



THE 68TH FLOOR

Hojo is about to begin his next experiment and Aeris is one of the specimens. The team confronts Hojo and frees Aeris, but not before Hojo calls for reinforcements. The "lion-type" specimen, Red XIII, offers his help in defeating Hojo's creation, however, this

means you must send one of your characters to the side with Aeris. For now, let Barret stay and send Tifa with Aeris. Also, take a moment to equip Cloud or Barret's armor with the "Elemental-Poison" Materia combination. This

will help a great deal during the upcoming Boss fight.



BOSS FIGHT: SAMPLE: HO512 AND SAMPLE: HO512-OPT

This Boss comes equipped with its own set of henchmen. Normally they wouldn't be

much of a problem, but HO512 can reanimate any of its fallen buddies. In effect, this means that regardless of your actions, HO512 will always be in the back rank.

Therefore, anyone equipped with a short-range weapon will have trouble causing damage to it. At this point in the game, Barret is the only character with an appropriate long-range weapon, so he's the only one with a clear shot at HO512. Leave the little guys alone and focus all of your attention on HO512. If it dies, its friends go with it.

Sample HO512

MORPH N/A STEAL N/A ATTACKS Cards, Beast Sword, Stone, Bio 2, Over 3

Area—Shinra HQ



LVL 19	ψ Norm
HP 1000	⊕ Norm
MP 120	† Norm
EXP 300	▲ Norm
GM 250	✕ Norm
AP 16	⊙ Norm
	↑ Norm

Sta	Def	Con	St	Str	Def	Trn	Sp
Str	Def	Con	St	Str	Def	Trn	Sp



Sample HO512-OPT

MORPH N/A STEAL N/A ATTACKS Cards, Beast Sword, Stone, Bio 2, Over 2

Area—Shinra HQ



LVL 7	ψ Norm
HP 300	⊕ Norm
MP 48	† Norm
EXP 20	▲ Norm
GM 0	✕ Norm
AP 2	⊙ Norm
	↑ Norm

Sta	Def	Con	St	Str	Def	Trn	Sp
Str	Def	Con	St	Str	Def	Trn	Sp

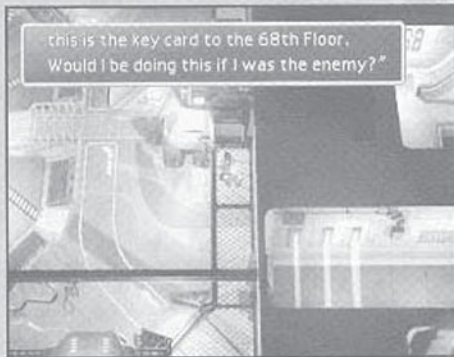


Keep an eye on your health—especially those affected by HO512's poison attacks. Defeat this Boss and you'll receive a **Talisman**.

It's time to get out of here. Select your new party and grab the **"Enemy Skill" Materia** that popped into the specimen tank. Hojo's lab assistant is still on the catwalk, so stop and harass him to get the Keycard for the

68th floor. Now head for the stairs and walk down to the 66th floor elevators.

BATTLE TIP: ANY CHARACTER WHO DOESN'T HAVE A LONG-RANGE WEAPON SHOULD USE SPILLS DURING THE FIGHT, BUT NOTE THAT POISON WON'T WORK IN THIS BATTLE.



SHINRA HQ SHOPS

ITEM SHOP

ITEM	COST
Potion	50
Phoenix Down	300
Antidote	80
Eye Drop	50
Tent	500

CAUGHT!

ITEMS

Guard Source
(Boss)
Protect Vest
(Boss)

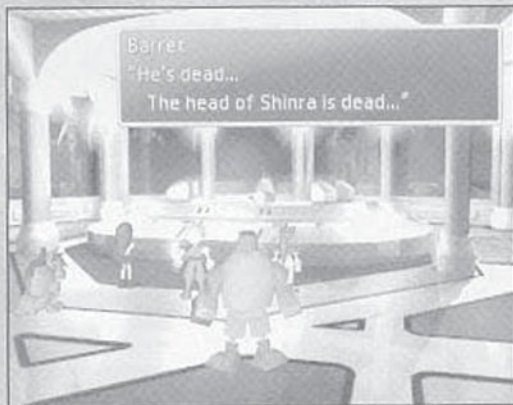
ENEMIES

Vargid Police
Zenene
Brain Pod
Rufus (Boss)
Dark Nation
(Boss)

After meeting with President Shinra, AVALANCHE is taken to the holding cells on the 67th floor. While in the cell, approach the door so you can speak to the other characters. When you're finished, take a nap. When you awake from your sleep, you'll notice the cell door is wide open. What the...?

Inspect the downed guard and then wake up Tifa. After getting the **cell key** from the downed guard, Cloud frees the rest of the team. But something's seriously wrong here: All the lab technicians are dead and Jenova is nowhere to be found. To find out what in the world is going on, follow the blood trail to the President's office.

This leads you to the site of President Shinra's body slumped over his desk. It looks like Sephiroth is the culprit, but he's nowhere to be found. Shortly thereafter Rufus, President Shinra's son, lands his helicopter on the roof. Take this opportunity to meet the new leader of Shinra Inc.



Cloud will send away the rest of the party when this occurs.

When Tifa leaves, redistribute your Materia. Give Aeris the **"Lightning"** and **"Restore"** **Materias** and make sure Red XIII has at least one **Spell Materia** (preferably another **"Lightning"** Materia).

As soon as you're finished, head for the elevators. As soon as Barret, Aeris, and Red XIII enter the elevator, Shinra security ambushes them.



BOSS FIGHT: HUNDRED GUNNER & HELI GUNNER

The team must fight at long-range against an enemy specially equipped for just such a fight. Barret is the *only* character who can damage the Bosses with his normal attack. Everyone else must use magic or Limit Break attacks. The Hundred Gunner is especially weak against Lightning, so cast the **Bolt** spell as much as possible. After substantially damaging the Boss, it transforms and begins charging its super weapon.

Hundred Gunner	MORPH		STEAL	ATTACKS	
	AUX	HIDDEN	ARTILLERY	Max Ability, Weak	Ability
Area— Shinra Tower	LVL	18		0	Norm
	HP	1600		0	Norm
	MP	0		1	Norm
	EXP	330		1	Dbl Eff
	GL	300		1	Norm
	AP	35		1	Norm
	Str	Def	Mag	Sp	Int
	Stk	Par	Par	Stk	Stk

Heli Gunner	MORPH		STEAL	ATTACKS	
	AB	CANNON	FIRING LINE	Max Ability, Weak	Ability
Area— Shinra Tower	LVL	19		0	Norm
	HP	1000		0	Norm
	MP	0		1	Dbl Eff
	EXP	250		1	Norm
	GL	200		1	Norm
	AP	25		1	Norm
	Str	Def	Mag	Sp	Int
	Stk	Par	Par	Stk	Stk



NOTE: IT TAKES THE BOSS TWO TURNS TO PREPARE ITS CANNON, WHICH SHOULD GIVE YOU PLENTY OF TIME TO FINISH OFF THE BOSS WITHOUT TAKING A HIT.

When the Hundred Gunner is destroyed, a Heli Gunner descends upon the party. This battle is similar to the previous battle, so focus on long-range attacks, Bolt spells, and Limit Breaks. Don't forget to keep a close eye on your HP!



As the Heli Gunner nears death, it transforms and begins unleashing stronger attacks. Keep up your pace and the fight should be over quickly. For defeating both Bosses, you're rewarded with a **Mythril Armlet**.

After the Boss fight, the scene switches back to Cloud and Rufus. You're then given a chance to equip Cloud, which you should accept. Give him a **Restore Materia** and spell Materia combined with the "**All**" **Materia**. You may also want to place the "**Elemental-Bolt**" **Materia** combination in his armor. The battle begins when you're ready.

BOSS FIGHT: RUFUS & DARK NATION

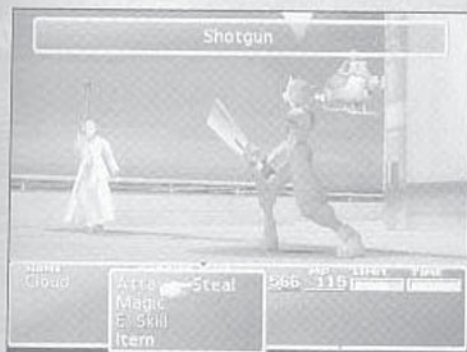
Rufus	MORPH SHOTGUN	STEAL N/A	ATTACKS RS
	LVL 21	ψ Norm	
	HP 500	⊗ Norm	
	MP 0	† Norm	
	EXP 240	▲ Norm	
	GIL 400	✕ Norm	
	AP 35	Ⓞ Invol	
		≈ Norm	
		⊙ Norm	
		↑ Norm	
	Str	Def	Mag
	Spk	Par	Sts
	Sta	Stk	Int

Area—Shinta Tower



Dark Nation	MORPH N/A	STEAL N/A	ATTACKS N/A
	LVL 3	ψ Norm	
	HP 42	⊗ Norm	
	MP 0	† Norm	
	EXP 20	▲ Norm	
	GIL 12	✕ Norm	
	AP 2	Ⓞ Invol	
		≈ Norm	
		⊙ Norm	
		↑ Norm	
	Str	Def	Mag
	Spk	Par	Sts
	Sta	Stk	Int

Area—Shinta Tower



Your first order of business is dispensing of Dark Nation. Its Bolt attacks are powerful and it casts lots of protection spells on itself and Rufus, which tends to make the fight tougher than it has to be.

If you equipped Cloud with the “**Elemental-Lightning**” **Materia** combination, you won't need to worry about Dark Nation's attacks. Rufus isn't a tough opponent either; keep your HPs up and use your Limit Breaks when they become available. When Rufus can't take any more, he grabs his chopper and flies away—like father, like son. Survive this battle and you'll receive a **Protect Vest** and a **Guard Source**.

With Rufus out of the way, find Tifa and then join the rest of the party in the lobby.



THE CHASE

ITEMS

Star Pendant
(Boss)

ENEMIES

Orange Bikers
Red Bikers
Motor Ball (Boss)

Cloud and the rest of the gang borrow some brand-new Shinra vehicles and hit the highway, but Shinra is in close pursuit. Cloud must defend his friends and their truck by swatting Shinra soldiers off their motorcycles.

However, before you begin, take a moment to equip your party. Make sure you have the **"Lightning" Materia** and several **"Restore" Materias**. You should also equip one character's armor with the **"Elemental-Fire" Materia** combination. Set up your party in reverse order: Place front row characters in back, and back row characters in front.

During the chase, the Shinra soldiers will attack the truck and cause damage to Cloud and his friends. You must defend the team and their vehicle by knocking down the Shinra soldiers with Cloud's sword. Sounds easy, doesn't it?

There are two types of Shinra Bikers: Red and Orange. The Orange Bikers are decent riders, but they tend to dive right in without thinking, which makes them rather easy to defeat. The Red Bikers pose a much larger threat. Instead of coming towards you, they avoid you when you approach them. Plus, they're always looking for an open spot. The real danger here is that the Red Bikers tend to draw you away from the truck, which enables the other Bikers to cause some damage while your attention is diverted.

Control the bike with the [Directional buttons] and save your friends in the truck from the Shinra pursuit troops.

[SWITCH]
Attack on left

[RIGHT]
Attack on right

[FACIL] Menu
[CANCEL] Form Party
[START] Start Game

BIKE CONTROLS

BUTTON	WHAT IT DOES
[4], [6]	Moves bike to Right and Left
[Del]	Attack to the Left
[+]	Attack to the Right

BATTLE TIP: BASICALLY, YOU WANT TO STAY CLOSE TO OR BEHIND THE TRUCK AND HIT THE ENEMY BIKERS AS THEY APPROACH. IF ONE GETS PAST, DON'T GO AFTER HIM UNLESS HE ATTACKS THE TRUCK. IF HE BACKS OFF (NORMALLY ONLY THE RED BIKERS DO), DON'T CHASE HIM—MAKE HIM COME TO YOU.

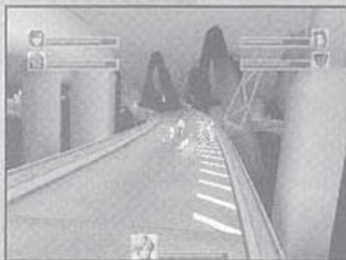


It's possible to push over enemy Bikers with your hog, however, it causes a lot of damage to your bike and it's a much slower process. However, you can also topple enemy Bikers using the "domino effect." If you knock over a Biker in front of another enemy, it causes them to collide. This makes both bikes wreck and makes for an easy kill.



After toppling an enemy bike, you can push it around some as it slides off-screen. Take this opportunity to line up the wrecked bike into the path of oncoming enemy Bikers.

Eventually, the enemy catches up with the party, forcing a fight. Any damage the Shinra motorcycles caused to the party transfers over to the beginning of the next battle.



BOSS FIGHT: MOTOR BALL

Motor Ball gets the drop on the party, so it gets to attack first. Don't worry, though, because the attack is weak and causes little damage. Immediately start pelting the Boss with everything you have. **Bolt** is extremely effective in this fight and can cause around 250 points of damage with each cast. If a character doesn't have **Bolt**, he or she should use normal attacks and act as the team's medic whenever the need arises.

Motor Ball

MORPH STEAL ATTACHES
ARM TWIN
ATTACK BURNER

Area— Shinra Tower



LVL 19	ψ	Norm
HP 2600	⊗	Norm
MP 120	⚡	Dbl Eff
EXP 440	⚡	Norm
GIL 350	⚡	Norm
AP 45	⚡	Norm
	⚡	Norm
	⚡	Norm

Stk	Def	Coe	Stl	Sw	Str	Trk	Sp
Shk	Par	Par	Stl	Stl	Nat	Shk	Imp

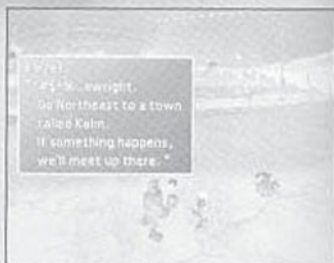
BATTLE TIP: IF YOU SET YOUR CHARACTERS UP IN REVERSE ORDER AS SUGGESTED EARLIER, THE TEAM WILL ENTER THE BATTLE IN THEIR NORMAL FORMATION. IF YOU CHOSE NOT TO, YOU SHOULD MOVE THOSE IN THE BACK RANKS TO THE FRONT AND VICE VERSA.



Speaking of medics, be on the lookout for Motor Ball's Rolling Fire attack. Motor Ball only performs this attack while in an upright position. This attack can inflict as much as 250 points of damage to each character, so keep your hit points up!

When Motor Ball transforms, you really only need to worry about its Twin Burner attack. It only causes about 80-90 points of damage to each character, but it's still a threat. A **Star Pendant** is your reward for winning the battle.

It's time to leave Midgar and start the search for Sephiroth. You won't be back here for quite a while, so take one last look around and then travel to the nearest town, Kalm. Kalm is a small village northeast of Midgar and a good place to begin your search.



NOTE: THE GAME TAKES A HUGE TURN HERE. UP TO THIS POINT, THE QUEST HAS BEEN FAIRLY LINEAR. FROM NOW ON, YOU'LL HAVE LARGE AREAS TO EXPLORE WITH LOTS OF THINGS TO DISCOVER. HAVE FUN AND TAKE YOUR TIME WHEN TRAVELLING FROM PLACE TO PLACE. AFTER ALL, HALF THE FUN OF AN RPG IS DISCOVERY!

KALM

ITEMS:

Megalixir
Peacemaker
Ether

ENEMIES (MIDGAR AREA):

Devil Ride
Custom Sweeper
Kalm Fang
Prowler

NOTE: CLOUD'S FLASHBACK IS EASY TO NAVIGATE AND HE CAN'T DIE, SO TAKE YOUR TIME AND PAY ATTENTION TO CLOUD'S STORY.

When you reach Kalm, go to the Inn and meet up with the rest of your team on the second floor. Cloud then takes this opportunity to relate his experiences with the infamous Sephiroth.



TIFA'S PIANO

During the flashback, make sure you visit Tifa's house on the east side of town. In her room you can retrieve a pair of **Orthopedic Underwear** from her dresser, or you can play a tune on her piano. Pay close attention to the notes, you'll need to play the tune again some day:



Do-Re-Mi-Ti-La

Do-Re-Mi-So-Fa-Do-Re-Do

With the story told, the team prepares to rejoin the fight against Shinra. Go back downstairs and you'll receive the **PHS**. With the PHS in your possession, you can rearrange your party while walking on the World Map—a handy device to say the least. Now go and explore Kalm.

Kalm is a quiet little town set on the outskirts of the wastelands surrounding Midgar. The people here are mainly Myhril miners, but lately no one can mine because of the monsters.

ITEM TIP: INSIDE THE INN YOU'LL FIND A MEGALIXIR INSIDE THE TALL CABINET BEHIND THE STAIRS. CLOUD CAN'T REACH IT, BUT IF YOU TRY GRABBING IT FIVE TIMES HE'LL GET UPSET AND FIND A WAY.



Pick up some supplies in town and talk to everyone—there are plenty of free items to pick up. Make sure you search the houses by looking inside cabinets and stairwells. There's even a treasure chest with a **Peacemaker** inside; however, you won't be able to use it just yet.



Several townsfolk mention that they've recently seen a man dressed in black carrying a large sword. Hmm, sounds like Sephiroth! A man near the town entrance says he saw him heading east toward the grassy field. Get your team together and go after him.



EASY UPGRADES & MORE: BEFORE DROPPING 950 GIL ON THE CANNONBALL, LOOK FOR THE CUSTOM SWEEPER, A RELATIVE OF MIDGAR'S SWEEPER, OUTSIDE KALM. YOU CAN STEAL THE ATOMIC SCISSORS, A STRONGER WEAPON, FROM THIS CREATURE AND SAVE YOURSELF THE EXPENSE. YOU CAN ALSO COLLECT ANOTHER ENEMY SKILL, MATRA MAGIC. JUST EQUIP ONE OF YOUR CHARACTERS WITH THE "ENEMY SKILL" MATERIA AND WAIT FOR THE CUSTOM SWEEPER TO USE THE MATRA MAGIC ATTACK.

CHOCOBO RANCH

ITEMS:
"Chocobo Lure"
Materia

ENEMIES
(CHOCOBO RANCH AREA):
Levrikon
Elfadunk
Mandradora
Mu

This is Choco Bill's Chocobo Ranch. Chocobos are bred and raised here for Chocobo racing and for transportation. Take some time to talk to the family.



MATERIA TIP: WHEN YOU FIRST REACH THE RANCH, TALK TO THE CLOSEST CHOCOBO. THE CHOCOBOS WILL FIRST PERFORM A LITTLE DANCE, AND THEN YOU'LL RECEIVE YOUR FIRST SUMMON MATERIA, THE "CHOCO/MOG" MATERIA.

There's only one way to reach the Mythril Mine and that's by crossing the marsh. Choco Bill insists that you catch a Chocobo to accomplish this task. Trying to cross the marsh on foot can be dangerous, because there's a huge serpent known as the Midgar Zolom that hunts down anyone who enters the area.

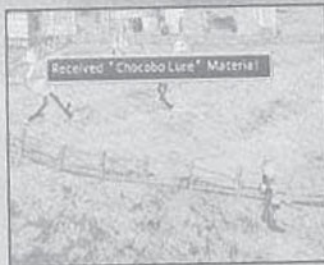
Chocobos are faster than the Midgar Zolom, so you should be able to reach the other side unscathed while riding one. Choco Bill also mentions that he saw a man in black enter the marsh a little earlier.



Go to the stables and talk to Choco Billy. He doesn't have any Chocobos for sale, but he can sell you the "**Chocobo Lure**" Materia. With this Materia, you can attract and capture a Chocobo by exploring areas near a set of Chocobo tracks. There is one catch: The "**Chocobo Lure**" Materia will cost you 2000 Gil. If you need more Gil, you need to fight some of the monsters around the ranch. You *must* have the Materia to continue.



MATERIA TIP: WANNA SAVE SOME GIL? WALK BACK OUTSIDE THE STABLES TO WHERE YOU FIRST ENTERED THE CHOCOBO RANCH. WHILE STANDING AGAINST THE FENCE, SLOWLY WALK SOUTH UNTIL IT LOOKS LIKE CLOUD IS ABOUT TO EXIT THE RANCH. NOW WALK TO THE RIGHT AND YOU SHOULD FIND A FREE "CHOCOBO LURE" MATERIA ON THE GROUND. CHOCO BILLY'S LOSS IS YOUR GAIN!

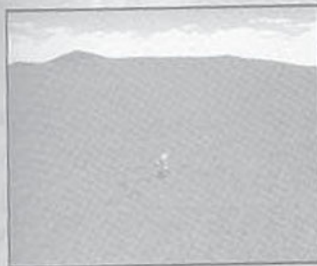


you've fed it). The Greens aren't really necessary, but it's up to you if you decide to purchase them. When you're ready, equip the "Chocobo Lure" Materia and go outside.

Look for some Chocobo tracks and walk on them (these should be pretty obvious). Eventually, you'll enter a battle and a Chocobo may or may not appear in the enemy group. If the Chocobo is in the enemy group, kill the monster(s) without harming the Chocobo. When done correctly, the Chocobo is yours! If you fail, continue to try until you are successful.

With the Materia in your possession, you can buy **Greens** to aid you in the Chocobo-capturing process. You can keep a Chocobo from running during a battle by feeding it Greens (unless of course you mistakenly attack the Chocobo, which causes it to flee no matter how much

What would you like to buy?	Vegetable Store	
When you win a Chocobo...		
Minstrel Greens	1500	CS 15346
Lurel Greens	1000	Owned
Pulsana Greens	800	Owned
Tantal Greens	400	Owned
Kralia Greens	250	Owned



Hop on the Chocobo and ride it through the marsh located to the southwest. Remember to avoid the serpent's shadow or you'll be forced into a fight against the Midgar Zolom.

CHOCOBO TIP: CHOCOBOS HAVE THE ABILITY TO RUN AWAY FROM ENEMIES OTHER THAN THE MIDGAR ZOLOM. IN FACT, AS LONG AS YOU'RE RIDING A CHOCOBO, YOU WON'T HAVE TO FIGHT ANY RANDOM ENCOUNTERS.



MATERIA TIPS: THERE ARE SEVERAL ENEMY SKILLS TO BE HAD IN THE AREA SURROUNDING THE CHOCOBO RANCH. THESE INCLUDE LEVEL 4 SUICIDE, CHOCOBUCKLE, AND BETA.

A GOPHER-LIKE CREATURE KNOWN AS A MU USES LEVEL 4 SUICIDE. IT CAN BE FOUND ANYWHERE AROUND THE RANCH. A MU DOESN'T USE LEVEL 4 DEATH VERY OFTEN, SO YOU'LL NEED TO EXERCISE A LITTLE PATIENCE WHEN TRYING TO OBTAIN ITS UNIQUE SKILL.

CHOCOBUCKLE IS A LITTLE TOUGHER TO GET. FIRST YOU NEED TO HAVE ALREADY LEARNED THE LEVEL 4 SUICIDE SKILL FROM A LOCAL MU. THEN YOU NEED TO LOCATE A LEVEL 16 CHOCOBO, WHICH ISN'T EASY. THESE CHOCOBOS ARE FAIRLY RARE, SO YOU'LL HAVE TO FIGHT YOUR WAY THROUGH A HORDE OF LEVEL 13 CHOCOBOS JUST TO FIND ONE LEVEL 16. TO DETERMINE A CHOCOBO'S LEVEL, YOU CAN EITHER USE A "SENSE" MATERIA, OR YOU CAN JUST LOOK FOR A CHOCOBO WITH TWO LEVRIKONS OR TWO ELFADUNKS. THESE CHOCOBOS ARE ALWAYS LEVEL 16. ONCE YOU'VE IDENTIFIED A LEVEL 16 CHOCOBO, FEED IT EITHER A MIMETT OR A SYLKIS GREEN (MIMETT IS ALL YOU'LL HAVE ACCESS TO EARLY ON) AND THEN HIT THE CHOCOBO WITH LEVEL 4 SUICIDE. THIS WILL CAUSE THE CHOCOBO TO RETALIATE WITH CHOCOBUCKLE. THIS UNIQUE SKILL CAUSES AN AMOUNT OF DAMAGE EQUAL TO THE NUMBER OF TIMES YOU'VE ESCAPED FROM COMBAT.



LAST, BUT NOT LEAST, YOU'LL FIND THAT THE MIDGAR ZOLOM ROAMING THE MARSH BETWEEN THE RANCH AND THE MYTHRIL MINE POSSESSES A POWERFUL SKILL CALLED BETA. THIS SKILL IS TOUGH TO GET EARLY IN THE GAME.

BECAUSE YOUR CHARACTERS WILL HAVE A TOUGH TIME SURVIVING THE BATTLE, EITHER RETURN LATER FOR IT, OR TRY THE FOLLOWING TRICK. EQUIP A CHARACTER WITH THE "ENEMY SKILL" MATERIA AND THE "ELEMENTAL-FIRE" MATERIA COMBINATION (WHICH MUST BE PLACED IN THE CHARACTER'S ARMOR). BECAUSE BETA IS A FIRE-BASED ATTACK, THE DAMAGE CAUSED TO THE CHARACTER LEARNING THE SKILL WILL BE HALVED, WHICH SHOULD GIVE HIM/HER A FIGHTING CHANCE.

MYTHRIL MINE

ITEMS:

Ether
Tent
"Long Range"
Materia
Mind Source
Elixir
Hi-Potion

ENEMIES:

Castanet
Ark Dragon
Crawler
Madouge

The mine is fairly small, so it's difficult to get lost in. There are plenty of items to pick up, so just refer to the map for exact locations.



MATERIA TIP: YOU CAN CLIMB SOME OF THE VINES IN THE MINE. ONE LEADS TO THE EXIT, WHILE THE OTHER LEADS TO A HIDDEN LEDGE AND THE "LONG RANGE" MATERIA. THIS MATERIA WILL SOON BECOME VERY USEFUL, SO PICK IT UP BEFORE YOU LEAVE.



Before exiting the mine, the team runs into Rude, Elena, and Tseng of the Turks. It appears the Turks are also pursuing Sephiroth. Elena, the newest Turk, slips up and mentions that Sephiroth is headed for Junon Harbor, which isn't far from the mine.

If you follow Tseng out of the mine, you'll see a large condor on a nearby hill. You've come across Fort Condor, home of a small

band of rebels fighting against Shinra. Take the opportunity to stop by and get some rest before moving on to Junon Harbor.

NEW ENEMY SKILL:

WHILE ROAMING THE MINE YOU'LL PROBABLY ENCOUNTER AT LEAST ONE ARK DRAGON. THIS FIERCE CREATURE USES THE FLAMETHROWER ENEMY SKILL. BE SURE TO LEARN IT BEFORE YOU MOVE ON. ALSO, KEEP YOUR EYES PEELED FOR THE MADOUGE, WHICH CARRIES A GRAND GLOVE. IF YOU CAN STEAL IT, YOU CAN BOOST TIFA'S ATTACKING POWER SUBSTANTIALLY.



FORT CONDOR

There's not much you can do here at this point. However, you can visit the shops, rest, and learn a bit about Fort Condor and the fight against Shinra. You can even help out by talking to the man at the top of Fort Condor, which is actually a strategy-based mini-game in which you can take part. This is *completely* optional at this point, but it's good practice. If you want to know more about the Fort Condor mini-game, refer to the dedicated section in the back of the book.



NOTE: YOU CAN'T REST OR BUY ITEMS UNTIL YOU'VE AGREED TO JOIN THE FIGHT TO SAVE THE CONDORS. SPEAK WITH THE MAN IN THE MIDDLE OF FORT CONDOR TO DO SO.



When you're done here, leave the fort and continue northwest to Junon Harbor.



THE MYSTERY NINJA

On your way to Junon you should run across several small forests. While roaming around a forest, you may run into a strange little girl named Yuffie Kisaragi. Yuffie is a female ninja and a Materia hunter.



Finding Yuffie isn't always easy. You have to walk or drive around any forest area until you encounter her. Yuffie appears just like any other enemy creature, but she has the temporary name "Mystery Ninja." She's a tough fighter, but you should be able to defeat her without much trouble. Equip yourself so you're well protected against fire.

NOTE: YOU DON'T HAVE TO LOCATE YUFFIE YET, HOWEVER, SHE COMES IN HANDY IN THE NEXT BIG BOSS FIGHT.

After defeating Yuffie, you'll go to a small map that has a save point. Here you'll find Yuffie lying down, but she's fine. Examine her and you'll start a long dialogue.

First, don't use the Save Point. Doing so means you must take your eyes off Yuffie and when you return to the main screen she'll be gone—along with some of your Gil. Second, don't insult Yuffie's abilities. She's a ninja and very proud of her skills. Third, don't do anything that might result in your losing sight of Yuffie.

Examine Yuffie and she'll challenge you to another fight.

TIP: IF YOU WANT TO FIGURE THIS OUT ON YOUR OWN, YOU CAN'T TAKE YOUR EYES OFF YUFFIE. SHE'S A THIEF AND CAN'T BE TRUSTED. IF THAT MORSEL OF INFO ISN'T ENOUGH, THEN READ ON. HOWEVER, YOU MUST BE WARNED THAT THE FOLLOWING INFORMATION GIVES EVERYTHING AWAY!



Yuffie: "You spikey-headed jerk! One more time, let's go one more time!"

Answer: Not Interested.

Now she's feeling cocky, so she taunts you. Talk to her again.

Yuffie: "You're pretty scared of me, huh!?"

Answer:petrified.

She'll start to leave, but turns back to yell:

Yuffie: "I'm gonna leave! I mean it!"

Answer: Wait a second!

She seems to be getting the picture.

Yuffie: "You want me to go with you?"

Answer:That's right.

Yuffie: "All right! I'll go with you!"

Answer:Let's hurry.

You've done it! From this point forward, Yuffie Kisaragi will be under your command.



JUNON HARBOR

ITEMS:

Power Wrist
"Shiva" Materia

ENEMIES:

Bottomswell
(Boss)



EASY UPGRADES: NOW THAT YOU PROBABLY HAVE YUFFIE IN YOUR PARTY, YOU MAY WANT TO UPGRADE HER WEAPON. FORTUNATELY, THERE'S A MONSTER IN THIS AREA THAT'S CARRYING A NEW WEAPON FOR YUFFIE. JUST HUNT DOWN A FORMULA IN THE AREA BETWEEN JUNON AND FORT CONDOR, AND THEN STEAL THE BOOMERANG FROM IT. ALSO, KEEP YOUR EYES OPEN FOR A ZEMZELETT CREATURE. THIS BEAST HAS A NEW ENEMY SKILL, WHITE WIND, BUT YOU WON'T BE ABLE TO LEARN IT JUST YET. WHITE WIND IS A HEALING SKILL, SO THE ZEMZELETT WON'T USE IT ON THE PARTY UNLESS YOU TAKE CONTROL OF IT USING THE "MANIPULATE" MATERIA, WHICH YOU SHOULDN'T HAVE JUST YET.



At first, there's not much to do. You can talk to the villagers and perhaps even visit the Weapon Shop. There's also a beach, but instead of taking it easy, take a moment to re-equip your characters.

WARNING! JUNON HARBOR MAY BE DIFFICULT TO FIND ON YOUR FIRST TRIP. IT'S LOCATED NEXT TO THE OCEAN AND BEHIND A SMALL CLIFF. IT'S EASY TO LOCATE ON THE MAP, SO WALK AROUND IN THAT AREA UNTIL YOU SEE SOMETHING UNUSUAL.

BATTLE TIP: FIRST THINGS FIRST: PUT BARRET AND YUFFIE IN YOUR PARTY IF THEY AREN'T ALREADY. GIVE CLOUD THE "LONG RANGE" MATERIA AND SWITCH BARRET TO A LONG-RANGE WEAPON IF HE'S CURRENTLY USING A SHORT-RANGE ONE. ALSO, EQUIP A CHARACTER WITH THE "CHOCO/MOG" MATERIA. NOW YOU'RE READY TO HIT THE BEACH.

At the beach, you'll meet a little girl named Priscilla, who is good with animals and not very fond of Shinra. She asks you to leave, but a monster attacks the party leaving Priscilla in the middle of everything.



BOSS FIGHT: BOTTOMSWELL

Bottomswell is a flying Boss, so only characters equipped with long-range weapons can hit it with their normal attacks. This is the main reason you need Barret and Yuffie in your party during this battle. Also, this is why Cloud needs to have the "Long Range" Materia equipped. Now your entire party should be able to hit Bottomswell with their normal attacks.



Bottomswell	MORPH	STEAL	ATTACKS
	N/A	N/A	1st Attack, 2nd Attack, 3rd Wave
Area— Junon Harbor	LVL	23	⚡ Norm
	HP	2500	⊗ Norm
	MP	100	† Norm
	EXP	550	⚔ Inul
	GL	1000	✕ Norm
	AP	52	⚡ Norm
			⊗ Dbl Eff
	Stp	Str	Grd
	Def	Par	Sts
	Mag	Max	Def
			Exp



Bottomswell has two attacks that you should be aware of. The **Water Bubble** attack encases one of your characters in a bubble, which prevents that character from participating in the battle. This attack is very similar to Reno's Pyramid; however, you can only pop the bubbles with magic.

Should Bottomswell encase someone in a bubble, it's best to use a magic attack or enemy skill that can hit both the Boss and the bubble at the same time. In effect, you're conserving MP without wasting a turn. However, you must act quickly; if all three of your characters are encased in bubbles, you lose the fight and the game. The enemy skill Matra Magic works particularly well.

Also, watch for the **Big Wave** attack. This hits your entire party and causes around 100 points of damage to each character. Normally this isn't a big deal, but Bottomswell gets to use the Big Wave as a final attack. So basically, when you kill it, it casts Big Wave in hopes of taking you down with it. Just keep your HP above 150. When you defeat Bottomswell, you're rewarded with a **Power Wrist**.

This latest threat is out of the way, but Priscilla isn't breathing! Cloud must perform CPR on the little girl to save her life. The trick is to let your lungs fill up as much as possible before exhaling—just don't wait too long or you'll accidentally exhale. This sounds easy, but it may take several tries. Press the [Del] key and Cloud will slowly begin to fill his lungs with air. When the meter

reaches the top of the lungs, press the [Del] key a second time and Cloud will breath into her mouth. This should be enough to bring Priscilla around.



The lady who owns the house at the entrance to the town is thankful for your assistance, so she lets you use her home any time you need to rest. Take her up on the offer and spend the night. In the morning pay a visit to Priscilla and investigate what the ruckus is about.

Priscilla gives Cloud the **"Shiva" Materia** for saving her life, and says that Shinra is throwing a celebration for Rufus. You must get up to that city, but how? Priscilla has the answer.



Mr. Dolphin can launch Cloud up to a safe part of the tower. To do so, find the spot you want to jump from and then call Mr. Dolphin (by pressing [Del]). He'll leap high into the air with Cloud

on his nose. If you find the right spot, you'll land safely on the bar overhead.



MR. DOLPHIN TIP:
TO MAKE THINGS EASIER, JUST CALL MR. DOLPHIN TWICE WITHOUT MOVING CLOUD. ON THE SECOND TRY HE'LL LAND ON THE BEAM.

JUNON HARBOR SHOPS

ITEM SHOP

ITEM	COST
Potion	50
Phoenix Down	300
Hyper	100
Tranquilizer	100
Tent	500

MATERIA SHOP

ITEM	COST
Fire	600
Lightning	600
Ice	600
Restore	750

WEAPON SHOP

ITEM	COST
Mythril Armlet	350
Potion	50
Phoenix Down	300
Grenade	80
Tent	500

REST

Old woman's house	Free
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REST

Lower Bedroom	Free
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JUNON

ITEMS:

"Enemy Skill"

Materia

1/35 Soldier

Mind Source

Luck Source

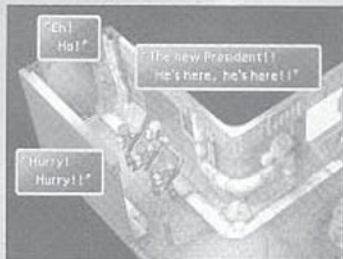
Power Source

Guard Source

Speed Source

When you land on the pole, Cloud will climb up to the Junon Airport. Walk west to the lift and take it down to the door below. Inside this area, the soldiers are going crazy as they try to prepare for Rufus' arrival. One of the captains sees Cloud and assumes he's just out of uniform. Follow him into the locker room and Cloud will don a Shinra uniform. You must also learn the proper greeting procedure, because you're now part of the reception committee. You just need to stay in step during the march, plus you'll have to "shoulder" your rifle by pressing the [Enter] key when the other soldiers do.

The parade is already in progress, so you'll need to jump in. Follow your new commander to the parade route using a shortcut. When he gives the sign, run around the marching soldiers and retake your position in the back. When the Shinra soldiers raise their guns, you should raise yours as well. The same holds true when they shoulder their guns. There's a definite rhythm to it. Depending on how well you perform, the TV Producer will send you an item.



(Up! Listen up!)
This parade's gonna be broadcast
live on Shinra TV around the world!

Live TV Rating



Live TV Rating

PERCENT

ITEM

29% or lower	Grenade
30-39%	Potion (x6)
40-49%	Ether (x6)
50% or Higher	5000 Gil

Rufus and Heidegger get into it after the parade and you learn that Sephiroth is indeed here; however, you can't go looking for him just yet. First, you must attend Rufus' send-off and your commander isn't about to let you go without a little practice.

NOTE: THE SHORT SEND-OFF PROCEDURE THAT YOU LEARN HERE ISN'T THE ONE YOU USE LATER. IT'S IMPORTANT TO REMEMBER THIS WHEN YOU GET TO THE DOCK.

Easy enough, right?
Not really. The timing is the difficult part. The commander will bark



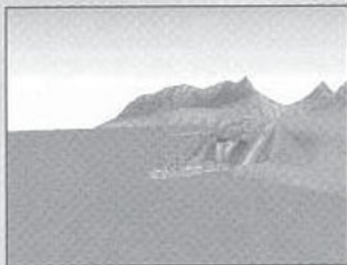
an order, prompting you to respond correctly. You'll notice that the other soldiers hesitate a little, but you can't hesitate or you'll throw off the whole thing. Practice your timing a bit and then head out.

There's plenty to do in Junon. Visit the shops along the main strip as you head toward the dock. You can get all sorts of new stuff and a few special items if you look hard enough. Don't forget to stop at the Respectable Inn. It's like the Beginner's Hall, but you can learn a lot of advanced information about many things. Also, you'll want to pick up the **"Enemy-Skill" Materia** lying on the floor. Don't forget to talk to the sailor in the cross section of town between the two main drags. He mentions a Submarine Dock and an Underwater Mako Reactor beneath Junon. This information might prove to be useful later.

As soon as you reach the dock, the send-off begins. (Hey! Isn't that Red XIII hiding over there?) Follow your commander's orders and try to make Rufus happy. Depending on how you perform, Heidegger will give you a prize.

Mood	Item
0-50	Silver Glasses
60-90	"HP Plus" Materia
100 or higher	Force Stealer (sword)

NOTE: THE SEND-OFF IS ALWAYS RANDOM, SO THE COMMANDER'S ORDERS ARE ALWAYS DIFFERENT.



When you're dismissed, follow Rufus and Heidegger onto the boat. They're looking for Sephiroth, so you don't want to be far behind.

SHINRA BOAT

ITEMS:

Ether
"All" Materia
Wind Slash
White Cape
"Ifrit" Materia

ENEMIES:

Marine
Scrutin Eye
Jenova-BIRTH
(Boss)

The boat departs without a hitch. Thought you were alone, huh? You'll soon learn that the entire team has sneaked onboard. Locate them all and collect any items along the way.



NOTE:

TALK TO THE SAILOR ON DECK AND HE'LL SELL YOU A FEW BASIC ITEMS AND AN INVISIBLE ALPHA, WHICH FULLY RESTORES YOUR PARTY'S HP AND MP.



After speaking to everyone, return to the hull and talk to Aeris again. She'll point out that Barret is missing. Check the front of the boat and you'll

find him trying to eavesdrop on Rufus and Heidegger. The longer you talk to him, the more it seems like he might get out of control. But then an alarm sounds! Sephiroth must be onboard! Organize your party and get down to the cargo hold.

EASY UPGRADES:
SHINRA MARINES ARE CARRYING A PIECE OF ARMOR CALLED SHINRA BETA. IT'S A DECENT PIECE OF ARMOR AND WELL WORTH STEALING.

It must be Sephiroth, because most of the crew is either dead or dying. Those who aren't are out to kill anything that isn't wearing a Shinra uniform... and that means you!

In the back of the boat it's more of the same. Head upstairs and grab the **Wind Slash**, a weapon for Yuffie, before you do anything else. Approaching the standing guard prompts Sephiroth's appearance. He looks the same, but he's obviously more powerful than ever. Sephiroth beats a hasty retreat and leaves the team with a nasty surprise.



BOSS FIGHT: JENOVA-BIRTH

Although this is a pretty straightforward fight, keep in mind that Jenova is considerably more powerful than your troops. Its **Tail Laser** is its strongest attack and can easily knock down each of your fighters by about 200 HPs (400 if it uses it twice in a row). Jenova can also tip the odds in its favor by casting **Stop** on one of your characters. Just make sure you distribute your Materia evenly so Jenova doesn't cripple your team by paralyzing a single character.

Jenova-BIRTH

MORPH	STEAL	ATTACKS
N/A	N/A	Tail Laser, W Laser, Co
LVL 25		↓ Norm
HP 4000		☼ Norm
MP 110		† Norm
EXP 680		▲ Norm
GH 800		✕ Norm
AP 64		Q Invol
		≈ Norm
		⊙ Norm
		↑ Norm
Stk	Def	Geo
Mag	Par	For
Str	Sp	Sw
SL	Max	Exp

Area— Shinra Boat



Use your most powerful spells and Limit Breaks against it. The enemy skill **Flamethrower** is particularly effective during this battle, but only if you learned it in the Myhril Mines. Also, use your **Summon Materia** to cause some serious damage to Jenova with solid hits from **"Choco/Mog"** and **"Shiva."** Defeat Jenova and you'll receive a **White Cape**.



Costa del Sol is quickly approaching. Grab the **"Ifrit" Materia** left behind by Jenova and return to the deck.



**UPPER JUNON
SHOPS****FREE ITEMS**

1/35 Soldier

Mind Source

Luck Source

Power Source

Guard Source

"Enemy Skill" Materia

MATERIA SHOP**ITEM****COST**

Sense

1000

Seal

3000

Restore

750

Heal

1500

Revive

3000

WEAPON SHOP**ITEM****COST**

Hardedge

1500

Grand Glove

1200

Atomic Scissors

1400

Striking Staff

1300

Diamond Pin

1300

Boomerang

1400

ITEM SHOP**ITEM****COST**

Potion

50

Hi-Potion

300

Phoenix Down

300

Antidote

80

Eye Drop

50

Echo Screen

100

Hyper

100

Tranquilizer

100

Tent

500

LOWER JUNON**FREE ITEMS**

Speed Source

1/35 Soldier

ACCESSORY SHOP**ITEM****COST**

Silver Glasses

3000

Headband

3000

ITEM SHOP**ITEM****COST**

Potion

50

Phoenix Down

300

Invisible Alpha

250

MATERIA SHOP**ITEM****COST**

Fire

600

Ice

600

Lightning

600

Earth

1500

Poison

1500

WEAPON SHOP**ITEM****COST**

Mythril Saber

1000

Cannon Ball

950

Mythril Claw

750

Full Metal Staff

800

Mythril Clip

800

COSTA DEL SOL

ITEMS:

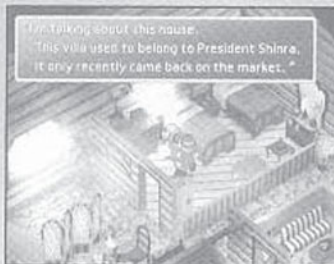
Power Source
Motor Drive
Fire Ring

ENEMIES (OUTSIDE COSTA DEL SOL):

Grangan
Grangan Jr.
Grangan Jr. Jr.
Beach Plug



Ah, a tropical resort! Too bad the team doesn't have time for a vacation. That's okay though, when Rufus learns that AVALANCHE was onboard the boat, Heidegger will provide all the entertainment you could ask for.



There's not much for you to do here. You can visit all the shops and stock up on supplies if you're low. If you have plenty of money (fat chance!), you can purchase President Shinra's beach house for the not so low price of 300,000 Gil. Just because you can't afford it doesn't mean you shouldn't take the items in the basement.

After you've looked around town, go to the beach and you'll find Hojo lounging around with a bunch of bikini-clad women. Who would've guessed Hojo was such a ladies man? The only important information he has is that you need to head for Mt. Corel, which is to the south.



NOTE: AFTER SPEAKING WITH HOJO, EACH OF THE CHARACTERS NOT IN YOUR PARTY WILL DO THEIR OWN THING AROUND TOWN. EACH TIME YOU PLAY THROUGH FFXVII, MAKE SURE YOU ENTER COSTA DEL SOL WITH A DIFFERENT PARTY SO YOU CAN CHECK OUT EACH OF THEIR "OFF-DUTY" ACTIVITIES.



NOTE: THERE'S A REASON SOFTS ARE THE TOWN'S SPECIALTY. MT. COREL IS FILLED WITH MONSTERS THAT CAN CAST THE STONE SPELL. MAKE SURE YOU PICK UP A FEW BEFORE YOU LEAVE.

After exploring all of Costa del Sol, head to the Inn for a solid night's rest, because in the morning you're off to Mt. Corel and the Gold Saucer.

MT. COREL

ITEMS:

Star Pendant
W Machine Gun
Turbo Ether
Wizard Staff
"Transform"
Materia
Tent
Mind Source
Power Source

ENEMIES:

Needle Kiss
Cokatolis
Grangalan
Grangalan Jr.
Bagnadrana
Search Crown
Bloatfloat
Bomb



Head west from Costa del Sol to find Mt. Corel, which is at the end of a winding path

through the mountains. The path through Mt. Corel is fairly straight, but it's full of surprisingly strong enemies. Keep a close eye on each character's health during battles.

You'll see another Mako Reactor shortly after entering Mt. Corel.

You just can't seem to get away from these things. There's nothing to do here at the moment, but make a mental note of its location.

MATERIA TIP: BEFORE YOU HEAD FOR MT. COREL, CHECK THE BEACHES NEAR COSTA DEL SOL FOR A CREATURE NAMED BEACH PLUG. IT USES A UNIQUE ENEMY SKILL CALLED BIG GUARD, WHICH ACTS THE SAME AS CASTING WALL ON A PERSON. HOWEVER, YOU'LL BE ABLE TO USE BIG GUARD LONG BEFORE YOU CAN USE WALL.

UNFORTUNATELY, YOU CAN'T ACTUALLY GET THE SKILL JUST YET BECAUSE IT'S A PROTECTIVE SKILL AND THE BEACH PLUGS AREN'T THE LEAST BIT INTERESTED IN USING IT ON SOMEONE WHO'S TRYING TO KILL THEM. JUST REMEMBER WHERE THE BEACH PLUGS ARE AND COME BACK HERE ONCE YOU HAVE THE "MANIPULATE" MATERIA.



EASY UPGRADE: NEAR THE MAKO REACTOR YOU'LL FIND THE BAGNADRANA CREATURE, WHICH IS CARRYING ANOTHER SURPRISE. WITH QUICK HANDS, YOU CAN STEAL THE DIAMOND PIN FROM IT. YOU MAY ALREADY HAVE THIS ITEM IN YOUR INVENTORY IF YOU HAD ENOUGH GIL BACK IN JUNON, BUT IF NOTHING ELSE YOU CAN SELL IT LATER FOR A PROFIT.



When you exit the reactor area, you'll start walking on some old railroad tracks that occasionally break. If you fall, press [4] or [6] on the Numeric Keypad and tap the [Enter] key as fast as possible. This enables you to pick up one of two items as you climb back up.

The item on the left side is the **Wizard Staff**; the item on the right is a **Star Pendant**. You'll get three chances, but you can only pick up each item once.

It's impossible to get across the low bridge at the end of the tracks, because someone left the drawbridge up. Instead, go back and take the high road over the water. This path leads to a dead end, but it also leads to the bridge's controls.

Next to the bridge controls you'll hear some chirping sounds. Climb up the wall at that spot and you'll see a

bird's nest resting on

some treasure chests. You can take the treasure (**10 Phoenix Downs**) if you're conscience allows it, but you'll disappoint your partners, plus you'll have to fight a Cokatolis.



Welcome to North Corel. Long ago this was a beautiful coal-mining town. Now it's nothing but a burned-up version of what it used to be. It's also Barret's hometown.

WEAPON SHOP

ITEM	COST
Platinum Bangle	1800
Carbon Bangle	800
Four Slots	1300
Molotov	400

MATERIA SHOP

ITEM	COST
Heal	1500
Revive	3000
Restore	750
Seal	3000
Fire	600
Ice	600
Lightning	600

ITEM SHOP

ITEM	COST
Potion	50
Hi-Potion	300
Phoenix Down	300
Soft	150
Antidote	80
Eye Drop	50
Hyper	100
Tranquilizer	100
Tent	500

REST

Inn 200

NORTH COREL

Upon entering North Corel, Barret receives a rather cold reception. It's not exactly what you'd expect, but there's more going on here than you might have guessed.



Talk to everyone and visit the shops. Also, step outside the town and save before you go to the Ropeway to the west. After Barret finishes his story, hop on the Ropeway and ride it to the Gold Saucer.



REST

TOOL SHOP

GENERAL STORE

WEAPON SHOP

Inn

50

ITEM	COST
Potion	50
Phoenix Down	300
Tent	500

ITEM	COST
"Transform"	5000
Maiden's Kiss	150
Cornucopia	150
Soft	150
Hyper	100
Tranquilizer	100

ITEM	COST
Carbon Bangle	800
Force Stealer	2200
Molotov	400

GOLD SAUCER



The approach to Gold Saucer is something you don't want to miss. This giant amusement park/casino has everything. Inside you can bet on Chocobo Races, fight in the Battle Arena, visit the Ghost Hotel, play at the arcade, and even participate in a stage play. There is one small catch—admission to the park is a whopping 3000 Gil for a

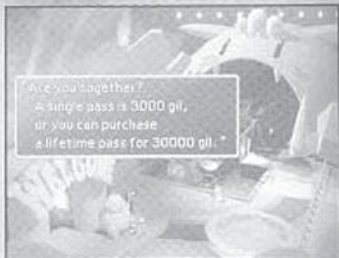
one-day pass, or 30,000 Gil for a lifetime pass. At this point, you'll probably only be able to afford the one-day pass, but you'll want to pick up a lifetime pass at some point.

GP ONLY! THERE ARE TWO THINGS YOU SHOULD KNOW ABOUT THE ENTRANCE TO THE GOLD SAUCER. FIRST, IT COSTS 5 GP (NOT GIL) TO USE THE SAVE POINT. SECOND, YOU CAN OCCASIONALLY PURCHASE GP FROM A MAN WHO HIDES IN THE HUT BEHIND THE ROPEWAY CAR. HE'LL SELL YOU 1 GP FOR 100 GIL, UP TO A MAXIMUM OF 100 GP. HE'S NOT THERE EACH TIME YOU ENTER THE GOLD SAUCER, BUT ONCE YOU HAVE A LIFETIME PASS YOU CAN RUN IN AND OUT OF THE ENTRANCE UNTIL HE APPEARS.

Most of the attractions here use GP instead of Gil. You can win GP at the Chocobo Races and at Wonder Square. Just remember that GP is useless outside of the Gold Saucer, so it's a really bad idea to convert your entire fortune into GP.

NOTE: IF YOU'D LIKE SPECIFIC INFORMATION ON THE VARIOUS RIDES AND ATTRACTIONS AT THE GOLD SAUCER, REFER TO THE GOLD SAUCER SECTION IN THE BACK OF THE BOOK.

First, you should visit Speed Square. Here you'll meet Dio, the owner of the Gold Saucer. Dio mentions that someone wearing a black cape with the number 1 tattooed on it came through earlier asking about a Black Materia. It sounds like Sephiroth was here, but he's probably already gone.



It looks like everyone—well, almost everyone—is up for a little fun. Pick your partner and explore the park. There are only three areas you need to visit.

SPECIAL WEAPON: WHILE EXPLORING YOU MAY WANT TO STOP AT SPEED SQUARE AND TRY YOUR HAND AT THE ROLLER COASTER MINI-GAME. IF YOU CAN SCORE 5000 POINTS, YOU'LL RECEIVE A VERY SPECIAL PRIZE, AERIS' UMBRELLA. THIS WEAPON CAN ONLY BE OBTAINED AT SPEED SQUARE AND ONLY WHILE YOU'RE STILL PLAYING ON THE FIRST DISC. THIS IS IN NO WAY AN EASY TASK (ESPECIALLY BECAUSE MOST PC OWNERS DON'T HAVE TURBO CONTROLLERS WITH SLOW MOTION SWITCHES), BUT IT CAN BE DONE. CHECK OUT THE GOLD SAUCER SECTION FOR MORE INFORMATION ON BEATING SPEED SQUARE.



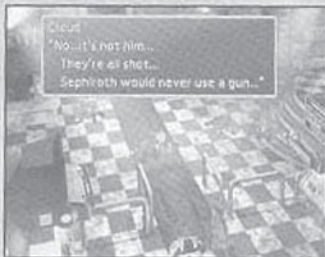
Next, stop by Wonder Square. Here you'll meet a rather poor fortuneteller named Cait Sith. He'll give you a fortune, and then join your party to see if his predictions come true. After the encounter, you can enter the arcade and mess around, or you can head over to Battle Square.

TURTLE'S PARADISE FLYER #3:
If you're working on this side quest, you'll want to stop in at the Ghost Hotel. Inside you'll find the third Turtle's Paradise flyer next to the door leading to the item shop.



riddled with bullet holes. No... it couldn't be. Barret was mad, but not THAT mad.

What's this? There's a dead Shinra soldier on the steps to the entrance of the Battle Arena. Inside it's more of the same. Who could have done such a thing? The bodies are



Talk about being in the wrong place at the wrong time. Dio walks in and the next thing you know, the team is getting thrown out of the Gold Saucer for a crime they didn't commit.

Now jump back on the tracks and

follow the path until you reach a small town named North Corel.

REST

Inn

5 GP

HOTEL SHOP

ITEM	COST
Potion	50
Phoenix Down	300
Ether	1500
Antidote	80
Maiden's Kiss	150
Cornucopia	150
Soft	150
Echo Screen	100
Hyper	100
Tranquilizer	100



COREL PRISON

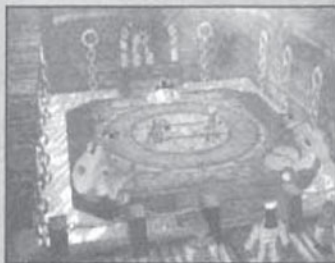
ITEMS:

Silver Armlet
(Boss)

ENEMIES:

2-Faced
Bandit
Death Claw
Bull Motor
Land Worm
Cactuar
Dyne (Boss)

The team ends up in Corel Prison at the base of the Gold Saucer. There's no way out either, because the area is completely surrounded by quicksand. Cait Sith does mention one



special occasion where someone actually escaped, but he doesn't mention how it was accomplished.

Barret is also with the team, but he's still in a bad mood and there are more dead bodies. Follow him off-screen, but watch your step—this place is filled with thieves and murderers.

Follow Barret to the house located in the southeast. In this house, he explains to you what's happening and tells you more about Dyne. It appears that Dyne is back and Barret needs to find him.



First, return to where you entered the prison, where you'll find another dead man. Go through the gate and then to the east to find Dyne.

BATTLE TIP:

YOU'LL FIGHT A LOT OF BANDITS IN COREL PRISON. THEY WILL OFTEN MUG YOU AND STEAL ITEMS. IF YOU QUICKLY KILL THE BANDIT WHO STEALS AN ITEM, YOU'LL GET IT BACK. HOWEVER, IF THE BANDIT GETS AWAY, YOUR ITEM IS GONE FOREVER.

UPGRADES AND SKILLS: IN THE AREA FULL OF JUNKED CARS, YOU CAN ACQUIRE ANOTHER NEW ITEM AND A NEW ENEMY SKILL. THE DEATH CLAWS IN THIS AREA HAVE TWO SURPRISES FOR YOU.

FOR THE DEXTEROUS, YOU'LL FIND EACH ONE IS PACKING A PLATINUM BANGLE, WHICH YOU MAY ALREADY HAVE IN YOUR POSSESSION. IF SO, YOU SHOULD STILL CONSIDER STEALING THEM BECAUSE YOU CAN SELL THEM LATER. BY DOING THIS, YOU CAN RECOVER THE 3000 GIL YOU SHELLED OUT FOR YOUR TRIP TO GOLD SAUCER. DEATH CLAWS ALSO USE A NEW ENEMY SKILL, CALLED LASER. IF YOU MISSED IT EARLIER (OR IF YOU HAVE A NEW "ENEMY SKILL" MATERIA) YOU CAN LEARN THE "MATRA MAGIC" ENEMY SKILL FROM THE LOCAL BULL MOTORS.



This isn't a happy reunion of old friends. Dyne has never recovered from the destruction of North Corel. Now his only wish is to destroy everything—including Barret and his daughter, Marlene.



BOSS FIGHT: DYNE



Barret fights this battle alone. Throughout most of the fight, you'll continue to trade blows with Dyne while keeping up your health. Dyne's attacks build up Barret's Limit Meter quickly, so you'll have plenty of opportunities to hit Dyne.

Dyne

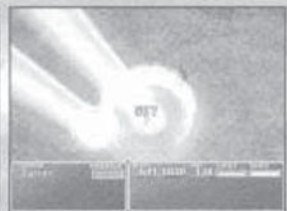
MORPH N/A
STEAL N/A
ATTACKS Needle Gun, S-Mine, Molotov Cocktail

Area— Corel Prison Desert



LVL 23
HP 1200
MP 20
EXP 600
GIL 750
AP 55
Norm
Norm
Norm
Norm
Norm
Norm
Norm
Norm

Dyne has a magic attack called the S-Mine, but it's no stronger than his normal shot. The attack can be dangerous because he can use it immediately after using his normal attack. This combined attack causes about 300 points of damage, so you should keep Barret's HPs around 300 to stay out of trouble.



WARNING! DYNE HAS A FINAL ATTACK CALLED THE MOLOTOV COCKTAIL, WHICH INFLECTS ABOUT 150 POINTS OF DAMAGE. HE'LL USE IT WHEN YOU JUST BARELY "KILL" HIM. HOWEVER, IF YOUR LAST ATTACK REALLY HITS HIM HARD, YOU WON'T GIVE HIM THE CHANCE. HE ALSO USES THIS ATTACK WHEN HIS HP GETS LOW.

You receive a **Silver Armlet** for defeating this Boss. Dyne also gives Barret a pendant for Marlene, which is a keepsake of Marlene's mother.

GENERAL STORE

ITEM	COST
Potion	50
Phoenix Down	300
Tent	500

THE CHOCOBO RACE

ITEMS:
"Ramuh" Materia

ENEMIES
(GOLD
SAUCER
AREA):
Flapbeat
Spencer
Harpy
Joker

In the morning, Cloud and the rest of the team pay a visit to Mr. Coates. He's reluctant to help the team at first, but Barret shows the pendant to Coates, who quickly changes his tune. If the team wants to get out of Corel Prison, they need to win a Chocobo Race.

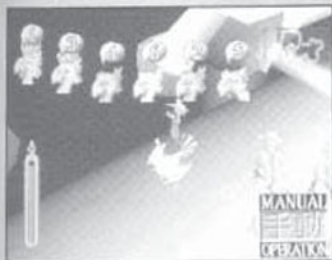
Now it's time to meet Ester, Chocobo Racing Manager and all-around nice person. She offers to be Cloud's manager and says she'll loan him

a decent Chocobo for the race. She takes you to the Jockey's Lounge where you can talk with the other jockeys and grab the **"Ramuh" Materia**. You'll also meet Joe, a champion Chocobo jockey. He may seem like a nice guy, but he'll be a thorn in your side later on. When the bells sound, follow the other jockeys out. Ester will give you some last-minute tips before the race begins, so pay attention.



It's best to take Manual control of your Chocobo before the race even begins. At the start of the race, increase your Chocobo's speed so that there's a very slow drain on its stamina. This will give your Chocobo better speed than the other Chocobos and should enable you to get a small lead.

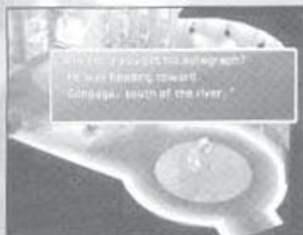
TAKE IT EASY: DON'T WORRY IF A CHOCOBO GOES FLYING PAST YOU. THE JOCKEYS ARE PUSHING THEIR CHOCOBOS TOO HARD—THEY'LL RUN OUT OF STEAM BEFORE THE RACE IS OVER.



Now keep to the inside of each turn to quickly fly through them. (Don't believe me? Try taking the outside of a turn and see how everyone goes flying by.) When you reach the "space theme" area, make your Chocobo sprint toward the finish line. If things go well, you should easily win the race. If not, keep trying until you do.

You're free from prison and Dio is very sorry about the mix-up. As an apology, he gives you a Buggy to help with your journey. He also tells you that Sephiroth is headed to Gongaga, a town located to the south.

STAMINA CHEAT: YOU CAN SLOWLY REFFILL YOUR CHOCOBO'S STAMINA METER BY HOLDING [1] + [3] ON THE NUMERIC KEYPAD DURING THE RACE. THIS ENABLES YOU TO PUSH YOUR CHOCOBO HARDER.



NOTE: YOU CAN CROSS THE DESERT WITH THE BUGGY, BUT YOU CAN'T RETURN TO COREL PRISON. HOWEVER, YOU CAN RETURN TO THE DESERT AREA AROUND THE PRISON IN THE BUGGY. IF YOU GET LOST, A CHOCOBO CART WILL HELP YOU GET BACK TO YOUR VEHICLE.



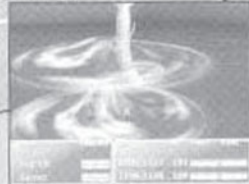
ENEMY SKILL: BEFORE YOU MOVE ON, TAKE SOME TIME TO CHECK OUT THE DESERT. IF YOU CAN FIND A HARRY TO FIGHT, YOU CAN LEARN THE ENEMY SKILL, AQUALUNG. YOU CAN ALSO STEAL A STRIKING STAFF IF YOU'D LIKE, BUT AT THIS POINT YOU'LL JUST WANT TO SELL IT.



CAIT SITH'S SECRET:

HAVE YOU LOOKED AT CAIT SITH'S INVENTORY YET? HE HAS THE "MANIPULATE" MATERIA YOU'VE BEEN WANTING SO BADLY. NOW YOU CAN TAKE THE BUGGY BACK TO COSTA DEL SOL AND GET THE ENEMY SKILLS YOU MISSED EARLIER. DON'T

REMEMBER WHAT I'M TALKING ABOUT? THE BEACH PLUGS NEAR COSTA DEL SOL HAVE THE BIG GUARD ENEMY SKILL. THE ZEMZELETTS NEAR JUNON CAN GIVE YOU WHITE WIND. YOU MAY ALSO WANT TO GET THE BETA SKILL FROM THE MIDGAR ZOLOM IF YOU MISSED IT EARLIER.



THE SLEEPING MAN: IF YOU TAKE THE BUGGY BACK TO THE FIRST CONTINENT, YOU CAN TAKE THE FIRST STEP IN OBTAINING

AERIS' LEVEL 4 LIMIT BREAK. EAST OF JUNON YOU'LL SEE A SMALL CAVE SURROUNDED BY MOUNTAINS AND A RIVER.

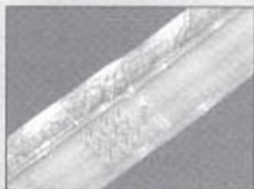


USE THE BUGGY TO CROSS THE RIVER AT ITS SHALLOWEST POINT AND THEN ENTER THE CAVE. INSIDE YOU'LL FIND A SLEEPING MAN WHO ONLY WAKES UP WHEN THE TEAM HAS FOUGHT A NUMBER OF BATTLES WHERE THE LAST TWO DIGITS MATCH. FOR EXAMPLE, HE'LL WAKE UP IF YOU'VE FOUGHT 266 BATTLES. HOW DO YOU KNOW HOW MUCH YOU'VE FOUGHT? JUST KEEP LEAVING AND

RETURNING AND HE'LL TELL YOU DIFFERENT THINGS, ONE OF WHICH IS HOW MANY TIMES YOU'VE FOUGHT.



THE FIRST TIME HE WAKES UP, HE'LL HAND OVER EITHER A BOLT RING OR MYTHRIL. TO GET THE SECOND ITEM, GO FIGHT ELEVEN BATTLES AND TALK TO HIM A SECOND TIME. YOU MUST HAVE THE MYTHRIL TO GET AERIS' LEVEL 4 LIMIT BREAK, BUT YOU CAN'T GET IT JUST YET. REST ASSURED THAT I'LL LET YOU KNOW WHAT TO DO WHEN THE APPROPRIATE TIME COMES.



QUICK LEVEL UP:

ON YOUR WAY BACK THROUGH JUNON, YOU CAN GAIN 10 OR MORE LEVELS IN

JUST A FEW FIGHTS. IN THE TOWN'S CROSS SECTION BETWEEN THE TWO MAIN DRAGS, YOU'LL FIND AN ALARM BOX ON THE WALL. THROW THE ALARM AND THEN RUN AROUND TO ENCOUNTER CREATURES YOU SHOULDN'T BE FIGHTING UNTIL THE SECOND DISC! BEWARE! THESE LEVEL 47 BEASTS ARE LIKE BOSSES AT THIS POINT, HOWEVER, IT'S WELL WORTH THE TIME TO INITIATE A FIGHT.



CHOCOBO CONTROLS

[4] & [6]	Move Left or Right
[-]	Chooses Auto or Manual
[Del]	Speed up
[Ins]	Slow down
[Enter]	Sprint
[7]	Ends race

BUGGY CONTROLS

[2], [4], [6], [8]	Moves Buggy
[Enter]	Hop into Buggy
[Ins]	Get out of Buggy

GONGAGA VILLAGE

ITEMS:

"Titan" Materia
"Deathblow"
Materia
X-Potion
White M-phone

ENEMIES (GONGAGA AREA):

Grand Horn
Gagighandi
Touch Me
Kimara Bug
Flower Prong
Heavy Tank



You'll recognize Gongaga Village when you see it because of the twisted mass of broken and burned metal in the middle of a jungle. You'll need to park the Buggy before entering the area.

As soon as you enter the jungle, you'll find the Turks sharing some secrets. Reno and Rude attack the group, but Elena runs off to warn Tseng.

GET READY:
HAVE AERIS JOIN YOUR PARTY IF SHE ISN'T ALREADY IN IT AND SET HER LIMIT BREAKS TO LEVEL 1. YOU MAY WANT TO SPEND SOME TIME IN THE AREA SURROUNDING GONGAGA VILLAGE BUILDING UP HER LIMIT METER BEFORE YOU ENTER THE JUNGLE OUTSIDE THE TOWN.

BOSS FIGHT: RENO AND RUDE

Reno (Gongaga)

Area— Gongaga



MORPH	STEAL	ATTACKS
N/A	N/A	Spec. Sub. Light, Thunder
LVL 22	♂ Norm	
HP 2000	♀ Norm	
MP 80	♂ Norm	
EXP 660	♀ Norm	
GIL 1500	♂ Invol	
AP 60	♀ Norm	
	♂ Norm	

Str	Mag	Def	Mag	Spd	Sta	Int	Mnd	Wis	Lck
Str	Mag	Def	Mag	Spd	Sta	Int	Mnd	Wis	Lck

Rude (Gongaga)

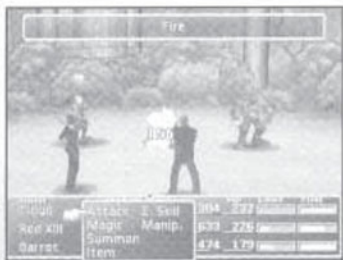
Area— Gongaga



MORPH	STEAL	ATTACKS
N/A	N/A	Fire, Fire, Fire
LVL 23	♂ Norm	
HP 2000	♀ Norm	
MP 135	♂ Norm	
EXP 720	♀ Norm	
GIL 2000	♂ Invol	
AP 70	♀ Norm	
	♂ Norm	

Str	Mag	Def	Mag	Spd	Sta	Int	Mnd	Wis	Lck
Str	Mag	Def	Mag	Spd	Sta	Int	Mnd	Wis	Lck

Reno and Rude tend to use a lot of magic in this battle. Having the Fire Ring equipped plus the "Elemental-Fire" Materia combination equipped in someone's armor will help you defend against this duo's attacks.



BATTLE TIP:
CONCENTRATE
YOUR INITIAL
ATTACKS ON RUDE
BEFORE GOING
AFTER RENO.
RUDE'S THE ONE
PERFORMING ALL
THE HEALING IN
THIS BATTLE.

Have Aeris use her **Seal Evil** Limit Break as soon as possible. It won't mute Rude or Reno, but it should paralyze them both, which makes it easy to eliminate one or both of them. Winning the battle gets you an **X-Potion** and a **Fairy Tale**.

How did the Turks know about AVALANCHE's whereabouts? Maybe it's a spy. But there's no time to interrogate everyone, so follow Elena to the destroyed Mako Reactor. Scarlet and Tseng show up just after you arrive looking for something called "Huge Materia," something for some kind of super weapon. This could be bad news. Check the reactor after they leave and you'll find the **"Titan" Materia**,



the junky Materia Scarlet referred to. Now return to the crossroads and take the second path to Gongaga Village.

Visit the hut on the south side of town. The people here ask if Cloud has ever met a man named Zack, who left Gongaga several years ago to join SOL-

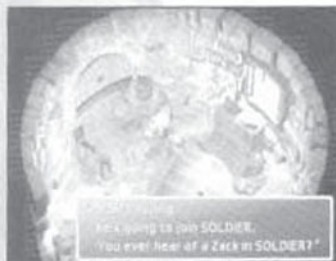
DIER and hasn't been heard from since. Aeris recognizes the name as that of her first love, but even she hasn't seen him recently.



MATERIA TIP:

THERE'S A "DEATHBLOW" MATERIA ON THE PATH THAT LEADS BACK TO THE WORLD MAP.



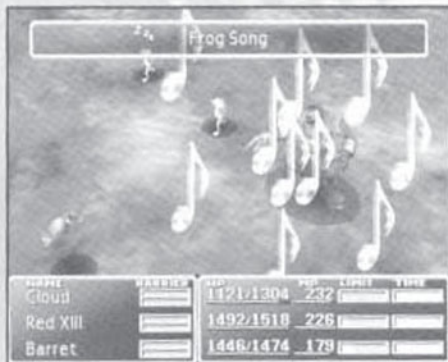


NOTE: THERE ARE NO STAIRS IN GONGAGA VILLAGE, BUT THERE ARE "FIREMAN'S" POLES. DON'T MISS THE WEAPON SHOP LOCATED ABOVE THE ACCESSORY SHOP.

That's all you can do in Gongaga except for shopping. Return to the Buggy and head for Cosmo Canyon.

NOTE: THERE ARE NO STAIRS IN GONGAGA VILLAGE, BUT THERE ARE "FIREMAN'S" POLES. DON'T MISS THE WEAPON SHOP LOCATED ABOVE THE ACCESSORY SHOP.

NEW SKILL: AS YOU WANDER AROUND OUTSIDE GONGAGA VILLAGE, YOU MAY ENCOUNTER A GROUP OF TOUCH ME ENEMIES. THESE ANNOYING LITTLE FROGS CAN TEACH YOU A NEW ENEMY SKILL, CALLED FROG SONG.



ACCESSORY SHOP

ITEM	COST
Headband	3000
Silver Glasses	3000
Star Pendant	4000
Talisman	4000
White Cape	5000
Fury Ring	5000
"Mystify"	6000
"Time"	6000
"Heal"	1500
"Transform"	500

WEAPON SHOP

ITEM	COST
Hardedge	1500
Grand Glove	1200
Atomic Scissors	1400
Striking Staff	1300
Diamond Pin	1300
Boomerang	1400
Impaler	500
Shrivel	500
Molotov	400

ITEM SHOP

ITEM	COST
Potion	50
Hi-Potion	300
Phoenix Down	300
Tent	500
Maiden's Kiss	150
Cornucopia	150
Soft	150
Hyper	100
Tranquilizer	100

INN

Rest 80

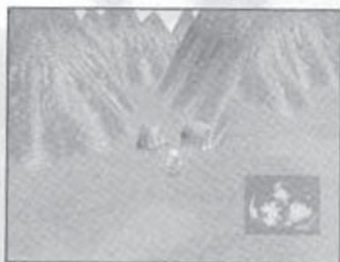
NIBELHEIM

ITEMS:

Luck Source (X2)
Elixir
Turbo Ether
Platinum Fist

EMEMIES (OUTSIDE NIBELHEIM):

Nibel Wolf
Valron



Nibelheim, Cloud and Tifa's hometown, is a small town that rests in the mountains. According to Cloud's memories, the town should be nothing but burnt earth; however, the town appears just as it always was.

Talk about a cover-up. Everyone in the town insists that nothing ever happened. And who are the weird guys in the black capes? Talk to them and most of them will give you an item.



TIFA'S HOUSE:

CHECK TIFA'S HOUSE AND YOU'LL FIND THE PIANO FROM CLOUD'S FLASHBACK. REMEMBER THE TUNE YOU PLAYED? PLAYING IT NOW GETS YOU ONE GIL, BUT LATER IN THE GAME YOU'LL GET SOMETHING MUCH BETTER.

After checking out the town, return to Shinra Mansion. Two of the caped guys are out front, and one of them hints that Sephiroth is inside the mansion. Why would Sephiroth return to Nibelheim after all these years?



GENERAL STORE

ITEM	COST
Potion	50
Hi-Potion	300
Phoenix Down	300
Tent	500

REST

WHERE	COST
Inn	100

COSMO CANYON

ITEMS:

Elixir

ENEMIES: (OUTSIDE COSMO CANYON):

Crown Lance

ENEMIES (COSMO CANYON AREA):

Skeeskee

Griffin

Desert Sahagin



After leaving Gongaga, cross the river located southwest of the village and then follow the path into the canyons. Here you'll find the town of Cosmo Canyon, which rests on the side of a plateau. This place is very distinguishable because of the planetarium located at its top. You can't miss it—the Buggy breaks down right in front of it!

Cosmo Canyon, a community dedicated to the study of Planet Life and peace, is Red XIII's hometown. This is also the place Barret once promised to bring Biggs, Jessie, and Wedge after AVALANCHE had stopped Shinra's evil doings.

NOTE: WHEN THE BUGGY BREAKS DOWN, TALK TO THE MAN (THE ONE WHO LOOKS LIKE A CONSTRUCTION WORKER) IN THE MIDDLE OF TOWN. TELL HIM YOU AREN'T HERE TO STUDY AND HE'LL OFFER TO FIX THE BUGGY FOR YOU. IT'S NOT A NECESSARY STEP, BUT IT DOES LEAD TO SOMETHING! LATER...



You discover something very big in Cosmo Canyon—Red XIII's real name is Nanaki. Follow Red XIII up the stairs to the left to meet his grandpa, Bugenhagen, who lives in the planetarium at the top of Cosmo Canyon. Along the way, stop and talk to Barret, who shares a bit of AVALANCHE's history with you.



Turtle's Paradise newsletter
Number 4



Turtle's Paradise
No. 5

TURTLE'S PARADISE FLYERS #4 & #5:
APPARENTLY THE FOLKS IN COSMO CANYON ARE THE PRIME TARGET AUDIENCE FOR TURTLE'S PARADISE SINCE THEY'VE POSTED NOT ONE, BUT TWO FLYERS IN THIS RATHER EXCLUSIVE VILLAGE. THE FIRST FLYER IS ATTACHED TO THE WEAPON SHOP (OR STAND). THE SECOND CAN BE FOUND NEXT TO THE DESK INSIDE THE INN. ONLY ONE MORE TO GO!

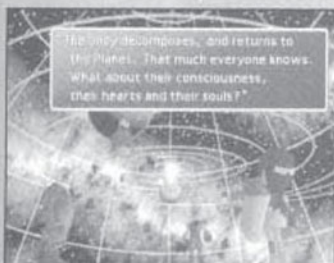
Bugenhagen is very much in tune with the planet and can even sense its despair. You'll get a chance

to look at Bugenhagen's contraption, but you must find one other team member to join you. You can choose anyone in your party—with the exception of Red XIII. When you're all set, return to see Bugenhagen.

Bugenhagen is already in his laboratory. Go inside and he'll teach you about the Lifestream and Shinra's destruction of the planet. When the lesson is over, talk to Bugenhagen one more time and then go to the center of

Cosmo Canyon, where the rest of the team is resting around the campfire.

Make sure you talk to everyone on the team, but talk to Red XIII last. He talks a bit about his mother and father, which prompts Bugenhagen to appear. He asks you to create a party (which *must* include Cloud and Red XIII) and follow him to the locked door which you saw earlier. Bugenhagen opens a new path on your adventure by unlocking the door, which gives you access to the Cave of the Gi.



He only decomposes, and returns to the Planet. That much everyone knows. What about their consciousness, their hearts and their souls?



And that's true...
But when I think of my father,
my heart is full of anger...



Turtle's Paradise
Number 4

INN

GENERAL STORE

WEAPON SHOP

MATERIA SHOP

Rest

100

ITEM	COST
Potion	50
Hi-Potion	300
Phoenix Down	300
Ether	1500
Tent	500
Maiden's Kiss	150
Cornucopia	150
Soft	150
Hyper	100
Tranquilizer	100

ITEM	COST
Butterfly Edge	2800
Tiger Fury	2500
Heavy Vulcan	2700
Prism Staff	2600
Silver Barrette	2500
Pinwheel	2600
Green M-phone	2400
Silver Armlet	1300

ITEM	COST
MP Plus	8000
HP Plus	8000
Mystify	6000
Transform	5000

GI CAVE

ITEMS:

"Added Effect"
Materia
Black M-phone
Ether
Fairy Ring
X-Potion
Turbo Ether
"Gravity" Materia
Wiser Staff (Boss)

ENEMIES:

Gi Spector
Heg
Sneaky Step
Stinger
Gi Nattak (Boss)
Soul Fire (Boss)

DEATH'S DOOR: YOU MAY WANT TO EQUIP YOUR CHARACTERS WITH ITEMS THAT PREVENT DEATH. THERE ARE CREATURES IN THE GI CAVE (THE GI SPECTORS AND SNEAKY STEPS) THAT CAN CAST DEATH SENTENCE, WHICH JUST HAPPENS TO BE A NEW ENEMY SKILL. THE TRICK HERE IS SURVIVING THE ATTACK, BECAUSE YOU CAN'T TEACH A DEAD PERSON NEW SKILLS.

There are lots of holes in the walls of the first cave and inside each is a rock. Breaking a rock normally starts a fight, but one opens a secret door. Check the map for its exact location.



The next area is a small maze composed of several twisting paths. Walk down the stairs to collect several items or take the path on the bottom left to find the **"Added Effect" Materia** (you may remember this from the first map).



Now you have a decision to make. There are five tunnels and you must decide which way to go. Here's the way things break down: the first tunnel connects to the fifth tunnel; the second and fourth tunnels take you to fights against creatures known as Stingers.



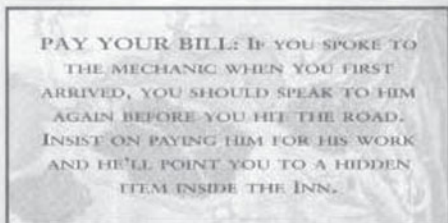
WARNING! BEWARE OF THE GOLD-COLORED LIQUID ON THE FLOOR. IF YOU RUN ON IT, IT WILL CAUSE YOU TO SLIDE OUT OF CONTROL AND INTO A WALL OF SPIKES. A WALKING CHARACTER CAN PASS OVER THE GOLDEN GOO WITHOUT WORRY.



To make this an easy fight, you can equip your team with gear that helps protect from fire. Gi Nattak's main weakness is Holy magic. This may seem odd, but the undead take damage from Cure spells—just avoid using Fire spells. In fact, you can actually kill Gi Nattak in a single shot using either a **Phoenix Down** or a **Megalixir** (maybe that's why the programmers left a Megalixir in the previous cave). Defeating this Boss gets you a **Phoenix Down** and a **Wisen Staff**.



Follow Bugenhagen and the others out of the cave, and pick up the **"Gravity"** **Materia** on the way out. Now grab a tissue and watch as Red XIII discovers his father's true fate.



After everyone composes themselves, you're ready to move on. The Buggy should be fixed, so hop in and continue to the southwest through the canyon. When you hit the coast, follow it to the north to reach your next destination, Nibelheim.

NOTE: THERE'S ONLY ONE PATH THAT YOU MUST TRAVEL THROUGH—THE SECOND TUNNEL. YOU CAN SKIP THE FOURTH PATH AND AVOID A TOUGH FIGHT, HOWEVER, SKIPPING THE FOURTH PATH MEANS YOU MUST PASS UP AN ITEM.

Before you approach the troll-like face in the wall, equip yourself with something that grants protection from fire. You'll need it because when you walk up to the

face, it comes to life and attacks the party.

SECRET STUFF:
THERE ARE TWO SECRET PASSAGES IN THIS CHAMBER. FOLLOW THE ARROWS ON THE MAP TO FIND THE HIDDEN CHESTS.



BOSS FIGHT: GI NATTAK AND SOUL FIRES

This Boss can be a real pain, mainly because its Soul Fire henchmen have the ability to possess your characters. Once inside a character's body, it will occasionally cause fire damage. They can also heal themselves using their own Fire magic.

Gi Nattak	MORPH	STEAL	ATTACKS
	N/A	N/A	See Desc. Page 111
	LVL 29		⚡ Norm
	HP 5500		⚡ Norm
	MP 200		⚡ Norm
	EXP 1400		⚡ Norm
	GIL 3000		⚡ Norm
	AP 150		⚡ Dbl Eff
	Str	Sta	Con
	Mag	Psy	Sp

Area— Cave of the GACC Caves



Class	Level	Exp	MP	HP	SP
Warrior	29	1400	200	5500	150
Mag	29	1400	200	5500	150
Item	29	1400	200	5500	150

Class	Level	Exp	MP	HP	SP
Warrior	29	1400	200	5500	150
Mag	29	1400	200	5500	150
Item	29	1400	200	5500	150

Soul Fire	MORPH	STEAL	ATTACKS
	N/A	N/A	See Desc. Page 111
	LVL 21		⚡ Absh
	HP 1300		⚡ Norm
	MP 220		⚡ Norm
	EXP 200		⚡ Norm
	GIL 100		⚡ Norm
	AP 10		⚡ Dbl Eff
	Str	Sta	Con
	Mag	Psy	Sp

Area— Cave of the GACC Caves



You don't have to open the safe, but in case you're interested, here's what the code means when deciphered:

1. The box with the most oxygen is the treasure chest upstairs in the atrium. Check the back of the lid.
2. The Ivory's short of tea and ray must be the piano in the music room. Check the floor around the piano.
3. There's a squeaky floorboard next to the chair in the upstairs bedroom. Follow the directions from that point.
4. The last clue is written in invisible ink. While reading the clue sheet, try looking at the location where the Dial 4 clue should be.



After checking everything, you should have the following combination:

Right 36, Left 10, Right 59, Right 97

Now is a good time to save your game. When you're ready, go upstairs and try to open the safe. Turn the dial to the correct number, and then press [4] and [6] on the Numeric Keypad to enter it. As soon as the safe is open, you get attacked.

TIP: DON'T GO PAST ANY NUMBER WHILE ENTERING THE COMBINATION OR IT WON'T WORK!

BOSS FIGHT: LOST NUMBER

This Boss can be tough, but there's an easy solution. Add Aeris to your party and set her Limit Breaks to Level 1. She can use Seal Evil against Lost Number and paralyze it for most of the battle. While it's paralyzed, have Cloud and your other party members pummel it

with strong spells. You should be able to knock it down to half size before it recovers from the paralysis.



If the purple side dies, the red (magic) side will begin casting strong spells against the party. If the red side dies, the purple side will assault you with constant physical attacks. Fight the red side with your own physical attacks. The red side of Lost Number is very resistant to magic, so you should fight the purple side with magic.

Lost Number	MORPH		STEAL		ATTACKS	
	N/A	N/A	N/A	N/A	MAX	BASE
Area—Shirley Mansion	LVL	35			⚡	Norm
	HP	7000			⚡	Norm
	MP	300			⚡	Norm
	EXP	2000			⚡	Norm
	GB	2000			⚡	Level
	AP	80			⚡	Norm
					⚡	Norm
					⚡	Norm
	St	Ar	Dr	St	St	St
	Def	Par	Def	St	St	St

Summon **"Choco/Mog"** and you might paralyze the monster again; if not, use Aeris' Seal Evil again as soon as her Limit Break is ready. For winning this battle, you receive **Cosmo Memory**, which is Red XIII's Level 4 Limit Break.



With the safe now open, you can get the **Basement Key** and the **"Odin" Materia**.



Return to the basement area using the same path you used in Cloud's flashback at Kalm Inn. If you

opened the safe, you can use the Basement Key to open the door located to the side of the library. This is where you'll meet a man named **Vincent**. When you talk to him about Sephiroth, he'll go back inside his

coffin, but don't give up! Talk to him again and you'll get his name. He'll ask you about a lady named Lucrecia, who he claims gave birth to Sephiroth. After getting this tidbit of info, you won't be able to get Vincent to open his coffin again.

BATTLE TIP: WHICH SIDE OF LOST NUMBER LIVES AND DIES DEPENDS UPON THE LAST ATTACK BEFORE THE TRANSFORMATION. IF THE LAST HIT IS FROM A SPELL, YOU'LL FACE THE RED SIDE; IF THE LAST ATTACK IS A PHYSICAL BLOW, YOU'LL FACE THE PURPLE SIDE.



Continue into the library. Sephiroth is inside and asks about the "Reunion." Cloud has no idea what Sephiroth is talking about, so Sephiroth invites Cloud to Mt. Nibel. Sephiroth then hits Cloud with a **"Destruct" Materia** and then leaves.

Return to Nibelheim and prepare for your journey over Mt. Nibel.



VINCENT JOINS:

IF YOU SPEAK TO VINCENT BEFORE OR AFTER ENTERING THE LIBRARY, HE'LL JOIN YOUR PARTY AS YOU LEAVE THE BASEMENT. IF YOU HAVE NO IDEA WHAT I'M TALKING ABOUT AND YOU'RE LOOKING FOR VINCENT, YOU SHOULD READ THIS CHAPTER THOROUGHLY.

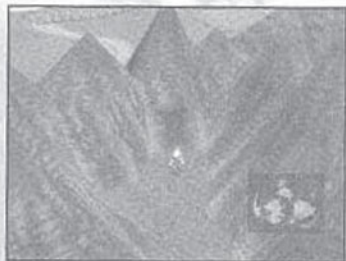
Mt. NIBEL

ITEMS:

Rune Blade
Plus Barrette
Powersoul
"All" Materia
Elixir
Sniper CR
"Elemental"
Materia
"Counter"
Materia

ENEMIES:

Sonic Speed
Kyuvilduns
Zuu
Twin Brain
Dragon
Screamer
Materia Keeper
(Boss)



To reach Mt. Nibel, take the path near the Shinra Mansion. Mt. Nibel is just a short walk away.



The first part of Mt. Nibel is fairly linear, although there are a few twisting paths off to the side where you can get items. The first path is obvious, but the second path is a little difficult to see.

By riding the chutes after the bridge, you can grab several different items. However, before you jump into a chute, climb down the ladder and push down the folding ladder so that you can climb back to the top. Also, don't touch the large creature at the bottom as you move about.

Chute #1 leads to the ground in front of the large scorpion-like creature.

Chute #2 leads to a small rock ledge that has a Powersoul that Tifa can use.

Chute #3 takes you down to the second level.

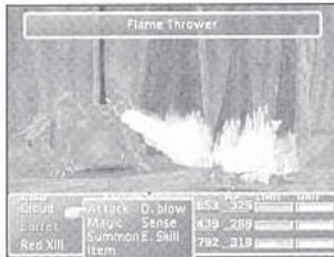
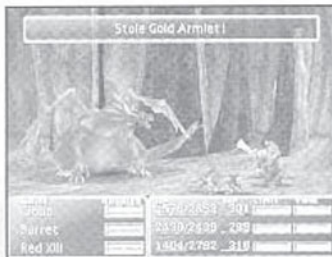
Chute #4 drops you off next to a chest containing an "All" Materia.

Chute #5 also leads to the second level.



When you have everything, take the southern path next to the large creature. This path takes you to the area where Cloud fell during his flashback at Kalm.

ARMOR UPGRADE:
YOU CAN STEAL GOLD ARMLETS FROM DRAGONS, WHICH IS THE BEST ARMOR AVAILABLE AT THIS POINT IN THE GAME. YOU CAN ALSO GET THE FLAMETHROWER ENEMY SKILL FROM THE DRAGONS IF YOU MISSED IT EARLIER IN THE MYTHRIL MINES.



The cave below should look familiar to you, so hop down and go inside. You can get the chest by entering the top hole and following the hidden path marked on the map. Then continue until you see a fountain, but don't forget to grab the Materia next to it.

At the fork in the path, go left and you'll see the Nibel Reactor just ahead. There's

nothing to do at the plant, so use the door behind it to return to the crossroads.

Now would be a really good time to save your game. When you're ready, walk up and inspect the big Boss to initiate combat.



BOSS FIGHT: MATERIA KEEPER

As you might expect, the Materia Keeper is one tough Boss. Most of its attacks cause about 200 to 300 points of damage or more, and its **Trine** attack causes 500 points of damage to each of your characters. Fire spells heal the Materia Keeper and it's resistant to Gravity.



Materia Keeper

Enemy Skill—Trine

Area—Nibelheim Mts

MORPH N/A

STEAL N/A

ATTACKS
Big Guard, Full Counter, Triple

HP 8400

MP 300

EXP 3000

GP 2400

AP 200

Sp. Def. 100

Sp. Atk. 100

Sp. Def. 100

Sp. Atk. 100

Sp. Def. 100

Sp. Atk. 100


Sp. Def. 100

Sp. Atk. 100

Sp. Def. 100

You should first take advantage of the **Big Guard** skill in this battle. It will help protect you from the Materia Keeper's stronger attacks, including Trine.

Use your Limit Breaks coupled with hard-hitting spells like **Bolt 2** and **Ice 2**, and then switch to your normal attacks when a character's magic gets low. Also, make sure you have your team ready to cast **Cure-All**. When the Materia Keeper's HP gets low, it will start to heal itself with **Cure 2**. Fortunately, it only heals about 1,000 HP each time. When it's finally defeated, you'll receive a **Jem Ring**.



Cloud	Attack	716	118		
Barret	Magic	523	186		
Red XIII	Summon	915	316		

GET TRINE: IF YOU EQUIP THE "ENEMY-SKILL" MATERIA, THE EQUIPPED CHARACTER(S) CAN LEARN TRINE. THIS SKILL WILL COME IN HANDY FOR QUITE A WHILE.

The Materia Keeper drops a **"Counter Attack" Materia** on the ground, which you'll want to pick up and equip right away. You may want to use a Tent after fighting the Materia Keeper, because your MP and HP will likely be low. With the path cleared, you can now leave Mt. Nibel.



Cloud	Attack	716	118		
Barret	Magic	523	186		
Red XIII	Summon	915	316		

ROCKET TOWN

ITEMS:

Yoshiyuki
Power Source
Drill Arm
Edincoat (Boss)

ENEMIES (OUTSIDE ROCKET TOWN):

Battery Cap
Valron
Nibel Wolf
Velcher Task
Kyuvilduns
Crown Lance
Bahba Velamyu

ENEMIES (INSIDE ROCKET TOWN):

Palmer (Boss)

From Mt. Nibel, follow the curve of the mountain range and you'll eventually see Rocket Town in the distance. Initially, this was earmarked as the sight for Shinra's space program, but something must have gone terribly wrong.

When you enter the town, hit the shops and pick up the latest Materia.

Everyone keeps referring to the

"Captain" as the man who speaks for the town. Maybe he's seen Sephiroth; go to the "Captain's" house and check out back for him.



There's no Captain around, but there is a sweet little plane named *Tiny Bronco*. The Captain's assistant, Shera, greets you and tells you to check the Rocket.



If you climb to the top of the rocket, you'll find the Captain inside, whose real name is Cid. Cid is an ex-astronaut (well, almost) who had a failed launch and never made it into space. Cid

isn't about to let the team use the Tiny Bronco, so leave him alone and return to his home.



Cid shows up later and lets Shera have it. What's the story there, eh? Shera will be happy to fill you in. Several Shinra execs arrive shortly after Shera finishes her story.

Go outside and check on Cid again. Rufus wants to borrow the Tiny Bronco. Sephiroth is headed overseas and the Tiny Bronco's the best way to get across the

ocean. Naturally, Cid's not too pleased with this request, but it looks like Palmer might try to steal the plane anyway. It's up to the team to stop him.



NEW WEAPON:
WHEN YOU TALK TO THE OLD MAN OUTSIDE THE ITEM SHOP, HE ASKS YOU TO LOOK AT THE ROCKET WITH HIM. IF YOU TALK TO HIM ENOUGH, HE'LL GIVE YOU THE YOSHIYUKI.



BOSS FIGHT: PALMER



Palmer's not a tough opponent. Use your strongest spells against him and cast **Choco/Mog** or Aeris' **Seal Evil** to paralyze him. Then speed the team

Palmer

MORPH	STEAL	ATTACKS
N/A	N/A	Mide Gun
LVL 38		⚡ Norm
HP 6000		⚡ Norm
MP 240		⚡ Norm
EXP 1800		⚡ Norm
GR 5000		⚡ Norm
AP 98		⚡ Norm
Sp	Def	Mag
Str	Int	Wis
Con	Per	Sta
Sta	Max	Exp



up with the **Haste** spell and keep pounding away. When executed correctly, Palmer will never get a shot off and you'll walk away with a new **Edincoat** and the **Tiny Bronco**.



If things don't go smoothly, prepare to face Palmer's Mako Gun. With this weapon, he can hit the team with several types of magic, including Fire, Ice, and Bolt.



There's no stopping the plane once it's in motion. The team flies right through the middle of town and Cid quickly jumps on. Rufus isn't too happy about Cid's escape and his soldiers quickly shoot the **Tiny Bronco** out of the sky.



Although the plane crash-lands in the ocean, it's still salvageable as a boat in shallow water. With no place left to go and his dreams of outer space exploration shattered, Cid signs up with the team. Rufus was headed to the Temple of the Ancients, so maybe Sephiroth is there as well.

At this point, you can land on the nearby island and make your way to Yuffie's hometown of Wutai, or you can return to the continent you just left and look for information on the Temple of the Ancients.

NOTE: YOU DON'T NEED TO VISIT WUTAI; IT'S JUST AN OPTIONAL PART OF THE STORY. IN EFFECT, THERE'S NOTHING IN WUTAI THAT NEEDS TO BE DONE TO COMPLETE THE GAME; HOWEVER, YOU CAN PICK UP SOME VALUABLE ITEMS THERE.

If you don't visit Wutai, skip the next portion of the walkthrough and go to the Weapon Seller, located east of Gongaga.

CONTROLLING THE TINY BRONCO

[2],[4],[6],[8]	Move Tiny Bronco
[Enter]	Board Tiny Bronco
[Ins]	Get off Tiny Bronco

WUTAI

ITEMS:

Magic Shuriken
Hairpin
Dragoon Lance
Peace Ring,
"Leviathan"
Materia (Boss)
Swift Bolt
MP Absorb
All Creation
Elixir (X2) (Boss)
Ice Ring (Boss)
Turbo Ether
(Boss)
X-Potion (Boss)
"HP Absorb"
Materia

ENEMIES (OUTSIDE WUTAI):

Bizarre Bug
Attack Squad
Tail Vault
Thunderbird
Razor Weed

ENEMIES (DA-CHAO):

Foulancer
Bizarre Bug
Jayjuyayme
Garuda
Adamantaimai



You'll have to leave the Tiny Bronco a good distance south of Wutai. There's shallow water to the north, but the Tiny Bronco can't reach it. Park on the beach and then head north through the mountains.

You won't get far before Yuffie comes running and yelling at the top of her lungs. She's up to something, but is suddenly interrupted by a

Shinra Attack Squad. These guys aren't too tough, but you'll soon notice something is missing... Your Materia is gone! By the time the battle is over, Yuffie is long gone and so is all of your Materia. She must be headed to the only town on the island, Wutai. Head north and watch yourself—the trip won't be easy without your magic.

When you reach Wutai, you'll catch

a quick glimpse of Yuffie, who quickly runs off. Looks like you're going to have to play a little game of hide-and-seek. Talk to the villagers and they'll point you toward Lord Godo's house in the northern part of Wutai.

Godo is sleeping inside the house. After talking to him several times, Yuffie will finally appear and sparks fly. Yuffie is Godo's daughter and



NOTE: YUFFIE TENDS TO LEAVE THE PARTY WITH SOME MATERIA, SO YOU'LL WANT TO CHECK YOUR INVENTORY BEFORE MOVING ON. IT'S NOT MUCH, BUT EVEN A COUPLE OF SPELLS COULD COME IN HANDY ON YOUR WAY TO WUTAI.

apparently she's not too happy with her father's complacency. He chases her out of the room, which takes you back to square one.

SECRET ROOMS: THERE ARE TWO SECRET ROOMS IN GODO'S HOUSE. BOTH ARE CLEARLY VISIBLE IF YOU'RE LOOKING FOR THEM. THE FIRST IS OFF THE GUEST BEDROOM, BEHIND A CURTAIN TO THE LEFT OF THE BEDS. THE SECOND IS BEHIND A SECRET PANEL IN THE ROOM NEXT TO GODO'S BEDROOM.

Return to the southern part of Wutai and go to Turtle's Paradise. After speaking with the Turks, the boy outside the Item Shop tells you that he heard pounding from inside. Go in and investigate the treasure chest in the corner to find an **"MP Absorb" Materia**. Before you can put it into your pocket, Yuffie drops down and

steals it from you again. Well, at least you found her!

Go to the house near the entrance to Wutai to find Yuffie hiding behind the screen to the left of the entrance. Pull the screen back and she's off and running again.

This time, check over at Turtle's Paradise. Notice the jar in front of the store? It sure is moving a lot. Now you've got her surrounded! Have

Cloud punch the jar several times to make Yuffie pop out. She realizes you've bested her and agrees to return your Materia.

Yuffie takes you to her basement and tells you to pull the left switch. In reality, it doesn't matter which switch you pull, because it's a trap. As you might have guessed, Yuffie runs off again. Free your comrades and chase her down... again!



TURTLE'S PARADISE FLYER #6:
THE LAST FLYER IS LOCATED ON THE WALL OUTSIDE YUFFIE'S TRAP ROOM. SURE IT'S AN ODD PLACE TO PUT A FLYER, BUT NO STRANGER THAN PLACING ONE IN A KID'S BEDROOM DEEP IN THE HEART OF THE SLUMS. NOW YOU'RE READY TO CLAIM YOUR PRIZE FROM TURTLE'S PARADISE. HEAD BACK THERE AND SPEAK WITH THE MANAGER (HE'S BEHIND THE COUNTER) TO CLAIM A POWER SOURCE, GUARD SOURCE, MAGIC SOURCE, MIND SOURCE, SPEED SOURCE, LUCK SOURCE, AND A MEGALIXIR. NOT TOO SHABBY, EH?

Return to northern Wutai. You'll notice the gate to the left is now open. Walk up and ring the gong to open a secret door. This door leads to Yuffie's hide-



out, where you'll be reacquainted with an old friend. Chase him and you'll get forced into combat against another one of Shinra's well trained Attack Squads.

Return to southern Wutai and you'll bump into the Turks. You won't have to fight Reno and Rude this time, but they do hint that your combined enemy is hiding on Da-chao. Run to the mountain and hunt him down.



You'll find the evildoer with Yuffie and Elena. They're both okay, but they're also strapped to the side of Da-chao.



STOCK UP: YOU MAY WANT TO BUY A FEW FIRE VEILS AND HI-POIONS FROM THE ITEM SHOP BEFORE MOVING ON.

BOSS FIGHT: RAPPS

This is a difficult fight because you're missing your Materia. Use your normal attacks and any magic items you have in your inventory. Your Limit Breaks will come in handy, but watch your health. If your character's levels are low, use the following party and strategy. Have Barret

Rapps		MORPH	STEAL	ATTACKS
		N/A	N/A	(unch. Sleeps's Tail)
		LVL 39		⚡ Norm
		HP 6000		⚡ Norm
		MP 300		⚡ Norm
		EXP 3200		⚡ Norm
		GIL 20,000		⚡ Norm
		AP 33		⚡ Norm
		Ab	Def	Mag
		Str	Sp	Stk
		Max	Min	Max
		Min	Max	Min

and Vincent join Cloud and take some time to get Barret and Vincent's Limit Breaks fully charged. When you enter the fight, have Barret use his **Mind Blow** attack to remove



most of Rapps' MP. This keeps it from using the deadly **Aero3** attack. Then have Vincent transform into any one of his beast forms. Also, move any items that enable you to cast a spell like **Fire 3** or **Bolt 3** to the front of your inventory. This should make the fight much easier.

Rapps can cause about 200-400 points of damage with its normal attack and the Scorpion Sting. Rapps also has an Aero3 attack that inflicts about 1,500 points of damage to a single character. This is usually more than enough to kill a member of your party and because you don't have magic, you'll need to use a lot of **Hi-Potions** and **Phoenix Downs**. Win the fight and you'll receive the **Peace Ring**.



With Yuffie back—and your Materia returned and out of order—you'll appear outside of Wutai. However, don't go anywhere just yet, because you'll need rest and supplies. There's also one more thing to do in Wutai.

The local shops are friendlier now and you can climb the stairs in the Cat House, which leads to a shiny new **"HP Absorb" Materia**. Take a moment to rest and save your



game, and then use the PHS to place Yuffie into your party. Equip her with your best Materia and return to the Pagoda of the Five Mighty Gods.

In the pagoda, Yuffie goes through a series of five trials. Each trial is a one-on-one fight against a formidable opponent.

Re-equipping Yuffie for each fight makes her climb to the top much easier. Also, restore any lost HP or MP after each battle. Make it past the fifth Boss, and you'll receive the power of the Water God Leviathan.

BOSS FIGHT #1: GORKI

For this battle, equip Yuffie's armor with the "Elemental-Gravity" Materia combination, plus give

her a "Cure," "Barrier," and "Counter Attack" Materia. Gorki casts Demi 2 several times, but with an "Elemental-Gravity" Materia combination in your armor, you'll be just fine.



Gorki	MORPH	STEAL	ATTACKS
	N/A	N/A	Barrier, Fogo, Demi 2
Area— Wutai Village	LVL	30	♦ Norm
	HP	3000	⊕ Norm
	MP	150	† Norm
	EXP	1500	▲ Inval
	GIL	0	✕ Norm
	AP	50	⊗ Inval
			≈ Norm
			⊙ DMH
			↑ Norm
	Sp	Str	Con
	Int	Per	Sta
			Mag

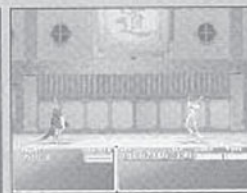
Cast Haste immediately and keep Yuffie's health up. Gorki will deplete its skill power quickly; the fight will then come down to who can hold out the longest. You receive an **X-Potion** for winning the battle.

MATERIA TIP:
IN ALL OF THESE FIGHTS THE "BARRIER" MATERIA CAN BE SUBSTITUTED WITH AN "ENEMY SKILL" MATERIA CONTAINING BIG GUARD. IN THE END, BIG GUARD IS ACTUALLY A BETTER CHOICE, BUT IT DOES COST MORE TO CAST.

BOSS FIGHT 2: SHAKE

Haste and **Barrier** are extremely important in this battle. Keep your HP up and watch for Shake's Rage

Bomber attack. It can cause up to 600 points of damage, but Barrier helps cut the damage in half. Use **Choco/Mog** to paralyze Shake and this fight will be a breeze. The reward for this battle is a **Turbo Ether**.



Shake	MORPH	STEAL	ATTACKS
	N/A	N/A	Rage, Fogo Bomber
Area— Wutai Village	LVL	32	♦ Norm
	HP	4000	⊕ Norm
	MP	180	† Norm
	EXP	2200	▲ Norm
	GIL	0	✕ Norm
	AP	50	⊗ Norm
			≈ Norm
			⊙ DMH
	Sp	Str	Con
	Int	Per	Sta
			Mag



causes about 250-300 points of damage. It can also attack with **Trine**, which causes close to 1,000 points of damage. The gold face casts **Sleepel** or **Mini** and when Godo's HP gets low, it casts **Cure 2**. The white face casts **Drain**, **Bio 2**, and **Demi 3**.

What's a low-level ninja to do? Start by equipping Yuffie with "**Counterattack**," "**Heal**," "**Cure**," "**Time**," and "**Barrier**" **Materia**. Then equip her

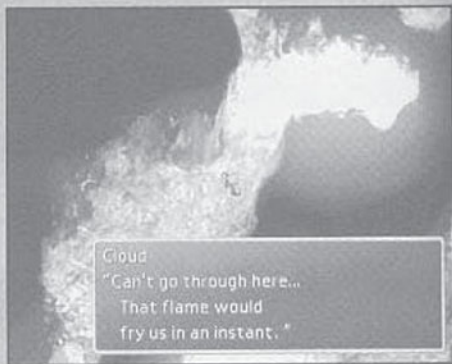
MATERIA TIP: DID YOU LEARN THE TRINE ENEMY SKILL EARLIER WHILE FIGHTING THE MATERIA KEEPER? IF NOT, NOW IS YOUR CHANCE.

weapon with the "**Added Effect-Poison**" **Materia** combination, which makes her attacks stronger, plus it poisons Godo. When the battle begins, cast **Haste** and **Barrier** and then concentrate on keeping Yuffie's health up. Use **Regen** immediately if you have it. From this point on, keep the **Barrier** up and keep Yuffie healed, and attack when you get a chance. Cast **Slow** on Godo to give yourself a speed advantage. If Yuffie's levels are really low, you may not be able to defeat Godo. If so, leave Wutai and come back later. After defeating Godo, you'll receive the "**Leviathan**" **Materia** and Yuffie's ultimate Limit Break, **All Creation**.



There's nothing left to do in Wutai for now. Head back to the mainland and take the nearby river over to the Gongaga area.

DA-CHAO FIRE CAVE: AFTER ACQUIRING THE SUBMARINE (DON'T GET TOO EXCITED, YOU'VE GOT A LONG WAY TO GO FIRST), YOU SHOULD BE ABLE TO GET PAST DA-CHAO'S FIRE CAVE. I'LL LET YOU KNOW WHEN THE TIME IS RIGHT.



ON YOUR WAY OUT: NOW THAT YOU HAVE YOUR MATERIA BACK, YOU SHOULD EXPLORE THE MOUNTAINS SOUTH OF WUTAI. THERE ARE TWO ENEMY SKILLS YOU CAN LEARN IN THIS AREA. THE RAZOR WEEDS USE AN ATTACK KNOWN AS MAGIC HAMMER. IT DOESN'T CAUSE ANY PHYSICAL DAMAGE, BUT IT ROBS YOUR OPPONENT OF 100MP. TO FIND THE SECOND ONE, YOU'LL NEED TO EXPLORE THE BEACHES WHERE YOU'LL FIND THE MIGHTY ADAMANTAIMAL. THIS FERCE CREATURE USES THE DEATH FORCE SKILL AND IT CARRIES A UNIQUE PIECE OF ARMOR, THE ADAMAN BANGLE, WHICH YOU CAN SWIPE. NOW THERE IS ONE SLIGHT CATCH: THE ONLY WAY TO GET EITHER ENEMY SKILL IS TO MANIPULATE THE CREATURES. OTHERWISE, YOU'LL SIT THERE WAITING UNTIL THE END OF TIME, OR UNTIL YOUR COMPUTER CRASHES WHEN YOU FALL ASLEEP ON THE KEYBOARD.



ITEM SHOP

ITEM	COST
Hi-Potion	300
Phoenix Down	300
Ether	1500
Hyper	100
Tranquilizer	100
Tent	500
Fire Veil	800
Swift Bolt	800
Choco Feather	10,000

WEAPON SHOP

ITEM	COST
Murasame	6500
Diamond Knuckle	5800
Chainsaw	6300
Aurora Rod	5800
Gold Barrette	6000
Slash Lance	6500
Blue M-phone	5500
Razor Ring	6000
Shortbarrel	6400

REST

Godot's House Free

THE CAT AND THE KEYSTONE

ITEMS: Elixir

is the fact that you need a Keystone to enter the Temple of Ancients. Unfortunately, he just sold the Keystone to Dio, the owner of the Gold Saucer.

East of Gongaga Village is a Weapon Seller who lives in a house by himself. He can tell you a little about the Temple of the Ancients, but not much. The most important information he has



AERIS' LEVEL 4 LIMIT BREAK:
WHILE YOU'RE HERE YOU MIGHT AS WELL HAND OVER THE MYTHRIL YOU RECEIVED EARLIER FROM THE SLEEPING MAN. IN EXCHANGE FOR IT, THE WEAPON SELLER WILL ALLOW YOU TO OPEN ONE OF TWO CHESTS. THE TOP CHEST IS THE ONE YOU WANT, BECAUSE IT CONTAINS AERIS' LEVEL 4 LIMIT BREAK, GREAT GOSPEL.

Head for North Corel and ride the Ropeway to the Gold Saucer. This time around you'll want to drop the 30,000 Gil for a life-time pass to the park. You'll return here a lot if you decide to breed and race Chocobos.

Go to the Battle Arena, and check out Dio's show room to find the Keystone, which is on display. Dio won't just give it to Cloud, but he will let him have it if Cloud agrees to test his luck in the Battle Arena.



TRY HARD: IT DOESN'T MATTER HOW FAR YOU GET IN THE BATTLE ARENA, YOU JUST NEED TO TRY. HOWEVER, IF YOU CAN DEFEAT ALL EIGHT OPPONENTS IN THE BATTLE ARENA, YOU'LL RECEIVE A PROTECT VEST AND CHOCO FEATHER IN ADDITION TO THE KEYSTONE.



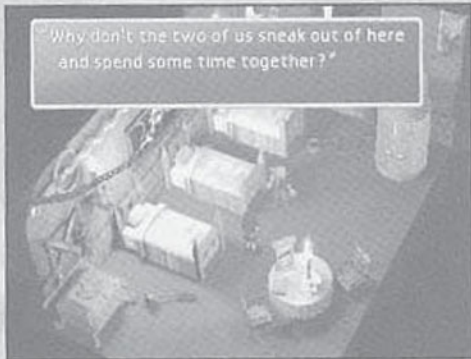
After the battle, Dio hands over the Keystone so you can be on your way. But wouldn't you know it, the Tram is out of order! It looks like you'll be spending the night. Fortunately, Cait Sith has connections and can get you into the Ghost Hotel.

In the middle of the night, Aeris comes and asks you to take her on a date. This is the perfect opportunity to tour the Gold Saucer and enjoy the rides for free. But first, you get invited to take part in the Gold Saucer's stage show.



FEEL THE LOVE? WHO SHOWS UP AT CLOUD'S DOOR FOR THE DATE DEPENDS UPON HOW YOU'VE TREATED AERIS, TIFA, YUFFIE, AND BARRET UP TO THIS POINT. THE CHARACTER THAT SHOWS UP IS THE ONE YOU'VE BEEN THE NICEST TO OVERALL. AERIS IS BY FAR THE MOST COMMON CHARACTER (YOU BEGIN THE GAME WITH AERIS IN THE LEAD), BUT IT CAN BE FUN TO TRY FOR A DATE WITH BIG, BURLY BARRET.

"Why don't the two of us sneak out of here and spend some time together?"



Barret:
"What ho! You dare ignore the Evil Dragon King!?"



Tifa:
"Shut up!!"



STEAL THE SHOW! PLAY ALONG WITH THE SHOW IF YOU'D LIKE, BUT IT'S FAR MORE FUN TO MESS IT UP.

After taking part in the show, it's time to venture to the Gondola ride. Look out the window when your "date" looks out to watch some really cool scenes (press [F4]).

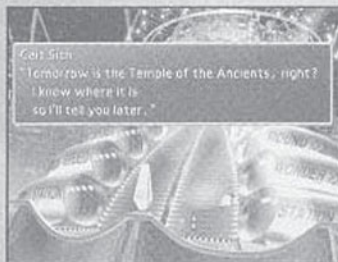
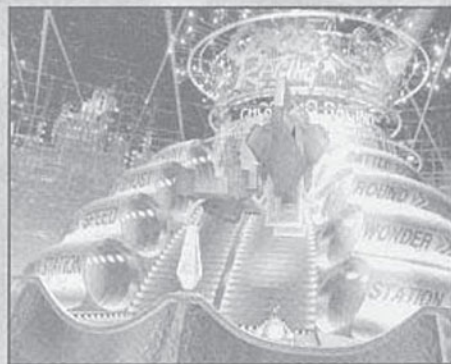
Tifa:
"Two, please."



Tifa:
"Look, Cloud."



After the ride, Cloud and Aeris bump into Cait Sith, who's attempting to steal the Keystone. Chase him to the arcade and then to the Chocobo Racing forum. The bad news is that you can't stop him before he gives the Keystone to Tseng of the Turks. So that's it! Cait Sith is the spy!



It looks like Cait Sith is staying with you regardless of your wishes. Fortunately, he knows where the Temple of the Ancients is, so hop in the Tiny Bronco and head out to sea.

CLOUD'S ROOM: CHECK CLOUD'S DRESSER IN THE HOTEL AND YOU'LL RECEIVE AN ELIXIR.



TEMPLE OF THE ANCIENTS

ITEMS:

Trident
Turbo Ether
Mind Source
Silver Rifle
Rocket Punch
Lucky Plus
"Morph" Materia
Princess Guard
Ribbon
Work Glove
"Black" Materia
Megalixir
Trumpet Shell
Nail Bat
Gigas Armlet
(Boss)
Dragon Armlet
(Boss)

ENEMIES (CITY OF ANCIENTS):

Kelmelzer
Slaps
Tonadu
Dual Horn
Under Lizard



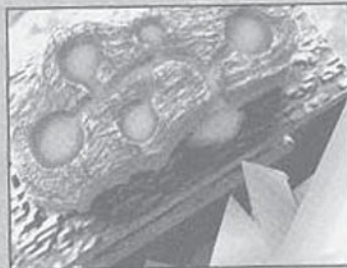
You can see the Temple of the Ancients from quite a distance. It looks like a huge ziggurat set in the middle of a jungle.

When you arrive, go to the top of the temple and search the man in black. He'll mention **Black Materia** and then vanish. Inside the temple, you'll find Tseng lying on the ground severely

wounded. He turns over the Keystone and tells you to place it on the altar, which opens up the temple's inner-sanctum.

ENEMIES (INSIDE CITY OF ANCIENTS):

Doorbull
Under Lizard
Kelmelzer
Toxic Frog
Jemnezmy
8 Eye
Ancient Dragon
Red Dragon
(Boss)
Demon's Gate
(Boss)



The next maze may look like an Escher painting, but it's really not that difficult to maneuver around it.

NOTE: YOU CANNOT WALK ON MOST OF THE AREA THAT YOU CAN SEE. TRY TO OPEN THE DIFFERENT DOORS AND CHECK THE MAP TO SEE WHERE IT WILL TAKE YOU. NOTE THAT YOU CAN USE VINES AS IF THEY WERE LADDERS.

Aeris
"These are the spirit bottles of the Ancients."



When you first enter the area, follow the purple guy. He'll let you rest in his chamber, which makes it easy to wander around until you've picked up everything.

There's a second Ancient in the southern part of the maze. When you get near him, he'll run into a nearby door, so follow him inside. There are huge "U"-shaped boulders rolling down the path

between you and the Ancient. To get to the end of the path, stand so that the cutout part of the boulder lands where you're standing. This will make the boulder pass harmlessly over you. Quickly get under the next boulder or run off to one of the sides to wait for a better opportunity. When you reach the end of the

path, the trap will shut itself off and you'll return to the pool in the middle. In this area, you'll see a flashback of the Turks and Sephiroth from what must have been only a little while ago.



"It's still in the knowledge of the Ancients."

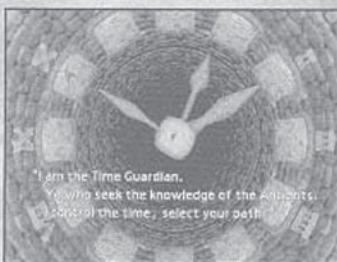
The next area is a large clock. There are twelve rooms surrounding the pit, each one marked with an hour number. Spin the hands of the clock so that the hour and minute hands form a bridge between the ledge on which you're standing and where you want to go. Many of the rooms contain treasures, so make sure you grab them all before moving on.

Clock Rooms

- Room I: Enemy encounter (Jemnezmy, Toxic Frog (x2))
- Room II: Dead end
- Room III: Enemy encounter (8 Eye (x2))
- Room IV: Princess Guard
- Room V: Ribbon
- Room VI: Door maze

- Room VII: Trumpet Shell
- Room VIII: Megalixir
- Room IX: Dead end
- Room X: To rolling boulder room
- Room XI: Dead end
- Room XII: Exit

BEWARE OF FROGS: If you missed the Frog Song enemy skill earlier, you can collect it here while fighting Toxic Frogs.

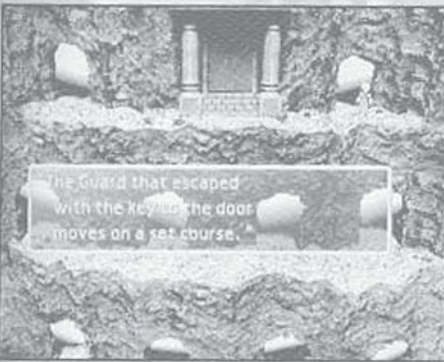


To move around in the clock area, press [Enter] to make the hands go forward, and press [Ins] to walk.

As you enter this room, the guard runs away with the key to the next area. To catch him, you'll need to figure out his pattern. Each door is somehow connected with another door on the map. Each time you enter a door, the guard comes out of a door and then enters a different one. You must figure out which door he will come out of next and enter that specific door to catch him.

WATCH OUT!
BEWARE OF THE SECOND HAND WHILE MOVING ON THE HOUR AND MINUTE HANDS. IF IT HITS YOU WHILE YOU'RE MOVING, IT WILL KNOCK YOU OFF THE CLOCK AND FORCE YOU INTO A BATTLE. YOU'LL ALSO, HOWEVER, GET THE NAIL BAT FROM A CHEST AT THE BOTTOM.

Using the map as a reference, find the door the guard went into and check its number in red. Now locate that same number in blue elsewhere on the map. This is where the guard will come out.



The guard that escaped with the key to the door moves on a set course.

GET DOWN: YOU CAN JUMP DOWN A LEVEL BY PRESSING THE [ENTER] KEY; HOWEVER, TO GET BACK UP YOU MUST ENTER A DOOR.

After capturing the guard, he unlocks the door and gives you a chance to rest and save.

Just past the door you'll see the room from the earlier flashback. This is where you meet Sephiroth, who's busy absorbing the knowledge of the Ancients. Once Sephiroth leaves, a Red Dragon attacks the team.

Sephiroth

"...What would happen if there was an injury that threatened the very life of the Planet?"



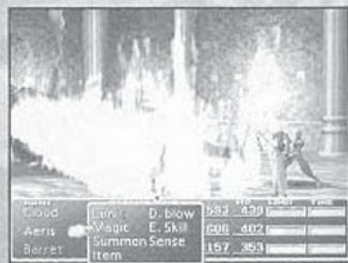
BOSS FIGHT: RED DRAGON

As the name sort of implies, the Red Dragon is a fire-based creature. Therefore, fire-based attacks will only heal it, plus it's immune to **Gravity** spells. This also means that the Red Dragon attacks with a lot of fire-based attacks. You can give your characters an edge by equipping them with **Fire Rings** and the **Elemental-Fire** combination in their armor.



Red Dragon	MORPH	STEAL	ATTACKS
	N/A	N/A	Red Dragon Breath, Tail Etc.
LVL	39		9 Absorb
HP	6800		8 Norm
MP	300		7 Norm
EXP	3500		6 Norm
GIL	1000		5 Norm
AP	200		4 Norm
Sp	St	Gr	Sil
Def	Par	Par	Sts

Start the battle by using **Bio 2** to poison it while casting **Barrier/Big Guard** and **Haste** on the entire team. This will cut down the dragon's bite from 700-800 points of damage to about 400. Use **Regen** if you can and keep a close eye on your health. The "**Deathblow**" **Materia** is also a great way to deliver a punishing blow to the enemy. With this setup, it shouldn't be a long fight. You receive a **Dragon Armlet** for winning the battle.



After collecting and equipping the "**Bahamut**" **Materia**, which gets left behind by the Red Dragon, run to the right to find the **Black Materia** on an altar. There is a problem though: You can't take it out of the temple without killing one of your team members. Cait Sith happily

volunteers to relinquish his stuffed body. Race back to the exit (12 in the clock room) to let Cait Sith inside. Is there something wrong with the exit room? It almost seems... alive!

BOSS FIGHT: DEMON'S GATE

Quickly cast **Slow** on the Demon's Gate. This creature can attack quickly even when slowed, but at least its attacks will be more manageable. Also, cast **Barrier/Big Guard** and **Haste** on the entire party to help protect against the Gate's Demon Rush and avalanche attacks. This also enables the team to respond quickly

to the Gate's actions. Having the "**Heal**" **Materia** will help counter the Petrify-Eye attack; otherwise, you'll need a few Softs.

Demon's Gate

MORPH N/A STEAL N/A ATTACKS
Push-Over, Gem-In, Green Gush

Area—Temple of Ancients

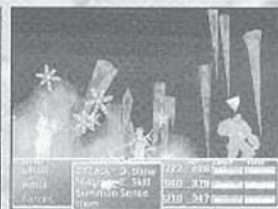


LVL 45	↓ Norm
HP 10,000	⊙ Norm
MP 400	↑ Norm
EXP 3800	▲ Dmg 1/2
GH 4000	✕ Vuln
AP 220	G Vuln
	≈ Norm
	⊖ Norm
	↑ Norm

Sp	Atk	Def	Mag	Spd	Stk	Str	Int	Wis	Con	Chr	Inf	Imm	Res
----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----



If you can keep your HP around 1,000 you'll be fine. The Gate is immune to both **Poison** and **Gravity** spells and is resistant to **Earth**, so instead rely on Limit Breaks, basic spells, and of course that shiny, new "**Bahamut**" **Materia** you just acquired. You receive the **Gigas Armlet** after defeating the Demon's Gate.



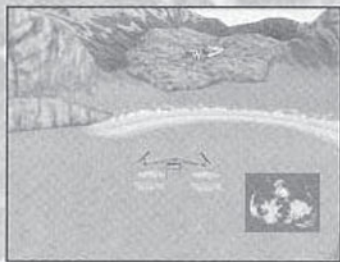
After all is said and done, Cloud has a surreal dream of Aeris in the Sleeping Forest, which protects the City of Ancients. In the dream, she's going to try to stop Sephiroth on her own, but Sephiroth is on to her.

HOTEL SHOP

ITEM	COST
Potion	50
Phoenix Down	300
Ether	1500
Antidote	80
Maiden's Kiss	150
Cornucopia	150
Soft	150
Echo Screen	100
Hyper	100
Tranquilizer	100

When Cloud awakens, Aeris has left the group and you're inside the Inn at Gongaga. Cloud quickly pulls himself together and the team leaves for the northern continent.

NEED A RIDE?
THE TINY BRONCO
IS PARKED RIGHT
OUTSIDE OF
GONGAGA. FOLLOW
THE COASTLINE UP
TO THE LARGE
CONTINENT IN THE
NORTH.



BONE VILLAGE

ITEMS:

Lunar Harp
Buntline
Mop
"Kjata" Materia
Water Ring
Magic Source
Aurora Armlet
Guard Source
Elixir
"Enemy Skill"
Materia
"Comet" Materia
Wizard Bracelet
(Boss)

ENEMIES:

Mall Dancer
Boundfat
Hungry
Jenova-LIFE

ENEMIES (OUTSIDE BONE VILLAGE):

Vlakorados
Trickplay
Tonadu

Bone Village is an excavation site set on the edge of the Sleeping Forest. Talk to the people working at the sight and they'll provide some valuable information regarding the area.



You'll need the **Lunar Harp** to get past the Sleeping Forest. To get the harp, you must hire some workers to dig it up for you. Speak to the foreman and he'll ask you to place several workers, each of which costs 100 Gil (you can place 1 to 5 workers). These workers measure

the tremors and point to the spot where they believe the harp is located. Try to pinpoint the location the workers are pointing to and have them dig in that spot. Don't place all the workers together or on the same level.

In the morning, the Lunar Harp is located in the

chest near the front. If not, you'll need to try again.

With the Harp in your possession, you're ready to enter the forest. You may want to stick around and dig for other useful items. Just remember that digging isn't free. Have the workers search for "Good" items and you're likely to find either the **Mop** or the **Buntline**.

X MARKS THE SPOT: THE HARP IS ON THE HIGHEST TIER NEAR THE BONE TENT. SET THE WORKERS IN THIS AREA.



ITEM SHOP

ITEM	COST
Diamond Bangle	3200
Rune Armlet	3700
Potion	50
Hi-Potion	300
Phoenix Down	300
Ether	1500
Hyper	100
Tranquilizer	100
Tent	500

THE SLEEPING FOREST

With the Lunar Harp in hand, the Sleeping Forest greets you and lets you pass. There's a Red Materia that keeps appearing and disappearing in the trees. Grab it when it appears and you'll receive the "**Kjata**" Materia.

DON'T MISS THIS: IN THE ROCKY AREA IS A WATER RING. PICK IT UP AND EQUIP CLOUD WITH IT—THIS WILL DEFINITELY COME IN HANDY LATER.

You'll soon return to the World Map. Follow the canyon to the City of the Ancients.



CITY OF THE ANCIENTS

ITEMS:

Guard Source
"Enemy Skill"
Materia
Elixir

There are three roads at the entrance to the city. Explore the two outside paths before venturing down the center.

Down the right path, you'll find a **Guard Source**, "**Enemy Skill**" **Materia**, and an **Elixir**. There's also a place to rest for free. Down the left path, you'll find a **Magic Source**, an **Aurora Armlet**, and a Save Point. Take a look around and settle in for the night.

Cloud awakens the team in the middle of the night, because he can hear Aeris' voice calling from the city. Take the center path back to find a huge shell house. Grab the "**Comet**" **Materia** from the top of the house before exploring the path in the middle.



Below the house is a beautiful, crystalline city where Cloud finds Aeris completely silent and locked in prayer. Approach her and then watch what happens.

BOSS FIGHT: JENOVA-LIFE

Equip Cloud with the **Water Ring** because Jenova-LIFE's attacks are all water-based, which essentially makes Cloud invincible. Set up **MBarrier/Big Guard** to weaken its attacks against the rest of the party and cast **Haste** to speed up everyone else. While Cloud pounds away at Jenova-LIFE with his sword, have the rest of your team use **Quake 2** or **3** depending upon your own experience.

Jenova-LIFE	MORPH	STEAL	ATTACKS
	N/A	N/A	Blas Phant, Aqualung, Blas Light
Enemy Skill—Aqualung	LVL 50		<div> <div>☠</div> <div>☠</div> <div>☠</div> <div>☠</div> <div>☠</div> <div>☠</div> <div>☠</div> <div>☠</div> </div> <div> <div>Norm</div> <div>Norm</div> <div>Norm</div> <div>Obt En</div> <div>Norm</div> <div>Invul</div> <div>Abss</div> <div>Norm</div> </div>
Area—City of the Ancients	HP 10,000		
	MP 300		
	EXP 4000		
	GL 1500		
	AP 350		
	Sp	Stk	Coc
	Str	Def	Mag

WARNING! JENOVA-LIFE WILL CAST REFLECT OCCASIONALLY. IF IT DOES, CAST DEBARRIER TO DESTROY ITS PROTECTION. WHILE REFLECT IS UP, YOU CAN'T USE SPELLS AGAINST JENOVA-LIFE; OTHERWISE, THE TEAM WILL END UP EATING THOSE SPELLS.

With **MBarrier/Big Guard** in effect, your **Cure** spells won't be as effective. You can cast **Regen** on the group for a more efficient healing process. Should your allies succumb to Jenova-LIFE's water attacks, wait until it runs out of skill power, then you can safely revive them without fear of losing them again. It's possible to speed up this process by punching Jenova-LIFE a few times with the **Magic Hammer** Enemy Skill. You receive a **Wizard Bracelet** after the battle.

Cloud	Vincent	Barret	Attack	E. Skill	MP	EXP	GL	AP
Cloud	222	222	222	222	222	222	222	222
Vincent	222	222	222	222	222	222	222	222
Barret	222	222	222	222	222	222	222	222

Cloud	Vincent	Barret	Attack	E. Skill	MP	EXP	GL	AP
Cloud	222	222	222	222	222	222	222	222
Vincent	222	222	222	222	222	222	222	222
Barret	222	222	222	222	222	222	222	222

THANKS,
JENOVA:
IF YOU'RE
WEARING THE
"ENEMY SKILL"
MATERIA, YOU
CAN LEARN
JENOVA-LIFE'S
AQUALUNG
ATTACK.

REST

Ancient Home Free

CORRAL VALLEY CAVE

ITEMS:

Viper Halberd
HypnoCrown
Megalixir
Bolt Armlet
Power Source
X-Potion

ENEMIES:

Trickplay
Acrophies
Grimguard
Boundfat
Hungry

In the morning, the team heads for the Corral Valley Cave and Icicle Inn. The team hasn't had a rest since the Jenova-LIFE Boss fight, so use the beds in the ancient home to let your party recuperate.



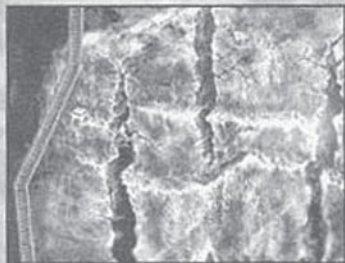
When you're ready, take the right path (the one Cloud envisions Sephiroth walking on) out of the area.



Climb the twisting "conch shell" stairs, and then walk around the outside of the shell to reach the high ledge. You can reach the chest in this area by simply walking to the left of the stairs and around the base of the shell.

Scale the cracked cliffs by going inside the crack, and then push [2], [4], [6], [8], or [Enter] as if climbing normally. When you

reach a ledge, you're asked which direction you want to go. You may need to exit a crack and then re-enter it to go higher.



MATERIA TIP:
CLIMB DOWN THE LONG LADDER ON THE LEFT SIDE. AT THE BOTTOM YOU'LL FIND A "MAGIC PLUS" MATERIA.



When you reach the World Map, head west and then wrap around the mountains to reach Icicle Inn.

ICICLE INN

ITEMS:

Hero Drink
Vaccine
Glacier Map

ENEMIES (OUTSIDE ICICLE INN):

Jumping
Bandersnatch
Vlakorados



As you explore Icicle Inn, you'll learn that Ifalna of the Cetra (Aeris' mother) lived here long ago, but it's rumored that the Shinra kidnapped her. Her home is still standing, so you can check out the recording equipment inside her house to learn more about Ifalna, Professor Gast, the Cetra, and Jenova.

You'll also learn that a man passed through the town earlier, headed for the Northern Limits. To reach the Northern Limits, you must pass through Great Glacier and scale the Gaea Cliffs.



If you try to exit the town through the back, a local stops you. Tell him you're leaving and Elena suddenly appears, spouting something about how she's upset about Tseng. Dodge her punch by pressing [4], [6], or [8] and she'll go rolling out of town.



The remaining Shinra soldiers won't let anyone in or out of Icicle Inn until Rufus arrives. You can still get down to Great Glacier, but you'll need some supplies.

If you want to cross Great Glacier, you'll need a map and there's only one map in town. You'll find it tacked to the wall at Mr. Holzoff's house. Mr. Holzoff isn't around, so he won't mind if you borrow the Glacier Map and the supplies from the back room.



How does one get down to Great Glacier? Snowboarding seems to be the big rage around here, so maybe Cloud can borrow one. Check

with the family who lives in the center home. You can borrow the boy's snowboard since he won't be using it anytime soon.



HIDDEN ITEM:

THERE'S A HIDDEN ITEM ON THE TOP FLOOR AT THE INN. IT'S BEHIND THE WALL NEAR THE AREA YOU CAN SEE THROUGH THE WINDOW.



The steep hill behind Icicle Inn is a monster snowboarding course. You need to fly through tight turns and dodge obstacles on

your way down the course. Most of the time, you can make the turns by just using the number keys on the Numeric Keypad, but sharper curves require sharper turns. Prepare to use the Edge Left or Right command a lot. This will help you make those tough turns, which helps make you a master snowboarder. If you need to slow down, use the brakes to get past some of the obstacles and curves.

FOR YOUR PROTECTION: BEFORE ENTERING GREAT GLACIER, EQUIP YOUR PARTY WITH ARMOR AND ACCESSORIES THAT DEFEND AGAINST ICE ATTACKS.



The course splits twice near the bottom. Check out the Great Glacier maps to see where each path takes you.

Left, Left = 1
Left, Right = 2

Right, Left = 3
Right, Right = 4

SNOWBOARD CONTROLS

[8]	Forward
[6]	Right
[4]	Left
[2] or [Del]	Brake
[Ins]	Jump
[3]	Edge left or right

WEAPON SHOP

ITEM	COST
Organics	12000
Dragon Claw	10000
Microlaser	12000
Adaman Clip	11000
Hawkeye	12000
Red M-phone	11000
Mast Ax	13000
Lariat	12000
Tent	500
Hi-Potion	300

REST

Inn	200
-----	-----

BALLOONS AHOY: YOU DON'T NEED TO COLLECT THE BALLOONS ON THE COURSE. YOU'LL HAVE PLENTY OF TIME TO COLLECT BALLOONS LATER, IF YOU MAKE A STOP AT WONDER SQUARE IN GOLD SAUCER.

GREAT GLACIER

ITEMS:

Potion
Mind Source
Safety Bit
"All" Materia
"Added Cut"
Materia
"Alexander"
Materia
Elixir

ENEMIES:

Bandersnatch
Frozen Nail
Shred
Hungry
Ice Golem
Jumping
Magnade
Lessaloploth
Snow

Great Glacier can be a confusing place at times, because there are lots of little side paths that lead to larger areas. The larger areas are all visible on the map, but it's sometimes difficult to determine your actual location.

The first thing you must do is determine where you landed and locate that spot on the map. Your main goal is getting to Gaea Cliffs, the

red check mark on the Glacier Map (see map section). However, there are other things to do and see here.

TRAVEL TIP:
JUST BECAUSE YOU'RE MOVING EAST AND WEST ON A SIDE PATH DOESN'T MEAN YOU'RE NOT ALSO GOING NORTH AND SOUTH. KEEP THIS IN MIND TO AVOID GETTING LOST.

Take some time to explore some of the following areas as indicated on the map:

WARNING! You can only spend a set amount of time in the cold before passing out. If you pass out, you'll get rescued and taken to Mr. Holzoff's house at the base of the Gaea Cliffs.

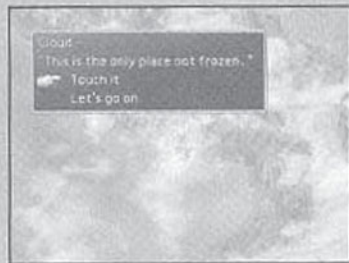
1. Entrance to Great Glacier and one of the snowboard landing zones. Can return to Icicle Inn from here. You land here if you go left and then right.
2. Nothing to do here.
3. Snowboard landing area if you choose to go left twice.





4. Cross the ice flow to reach a small cave and a **Safety Bit**. You can only step on the large ice blocks, so be careful. When you step on a block, all adjacent small blocks switch to large blocks and all large blocks switch to small blocks. If you get trapped on a block, you're forced to try again.
5. There's a cave here that serves as an exit from Great Glacier. Take the slide to go to the base of the hill below Icicle Inn. Snowboard landing area if you go right twice.

6. There's an Elixir in a cave here.
7. Nothing to do here.
8. The Hot Springs are here. Touch the water and then visit the Snow woman (see #13 below).
9. Snowboard landing area if you choose to go right and then left.



10. There's nothing to do in this area, but I should call your attention to one thing. If you take the top path, which leads to Area 2, you can find the **"Added Cut" Materia**. It's not easy to find, but it's on the path between these two areas. Keep your eyes open for a shiny object on the north side of the third screen.

11. Nothing to do here.
12. Area is difficult to navigate because of wind. Place flags using the [Enter] key to create landmarks. Place them close together so you can see two at the same time. (Use them as reference points.) **"All" Materia** is in a hut in the center of the area. Go north from here to reach the Gaea Cliffs.



13. The Snow woman's cave is here. The area is accessible only from Area 12. Talk to her after touching the Hot Springs (Area 8) and she attacks. Defeat her to get the **"Alexander" Materia**.

MR. HOLZOFF & THE GAEA CLIFFS

ITEMS:

Ribbon
Elixir
Fire Armlet
Megalixir
Speed Source
Enhance Sword

ENEMIES:

Stilva
Zolokalter
Headbomber
Evilhead
Malboro
Icicle
Cuahl
Blue Dragon
Schizo (Boss)

TIP: AFTER YOU VISIT MR. HOLZOFF, YOU CAN ALWAYS RETURN TO HIS HOUSE TO REST AND SAVE.

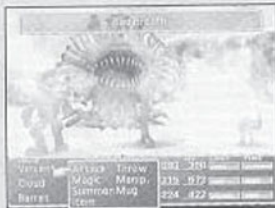
When climbing the cliffs, you'll move between ledges. At each ledge, you need to raise Cloud's body temperature by rapidly tapping the [Del] key. You must do this at every ledge to keep Cloud's body temperature around 37 degrees. If his body temperature falls below 26 degrees, Cloud passes out and awakens in Mr. Holzoff's house.

ENEMY SKILL: AS YOU SCALE THE CLIFFS YOU'LL PROBABLY ENCOUNTER THE MALBORO. YOU CAN LEARN ITS NASTY BAD BREATH ATTACK IF YOU'VE EQUIPPED YOUR TEAM WITH ONE OR TWO ENEMY SKILL MATERIAS.



If you pass out on your first trip to Great Glacier, which is likely to happen, you'll wind

up in Mr. Holzoff's house at the base of the crater. Listen to his story and heed his advice.



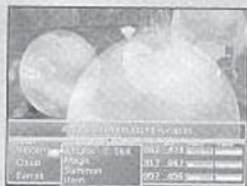
After the first set of cliffs, you'll reach a small cave. Take the left path after the first door, and then follow the trail to a small cliff with an

ice boulder resting on the edge. Push the boulder off the edge to destroy the barricade blocking the lower trail. Now return to where you veered off and continue to the next set of cliffs.

HIDDEN ROOM: THERE'S A HIDDEN ROOM HERE CONTAINING A VALUABLE RIBBON ACCESSORY (SEE THE MAP). WHATEVER YOU DO, DON'T MISS IT!



In the next cave, there's a door and a chest that you can't seem to reach. For now, head to the right and follow the trail to a room full of huge icicles. As you walk along the edge, you'll enter four battles. In each battle, there's a huge Icicle in the back row of the enemy ranks. Attack the Icicle until it breaks, and then jump down to the room below after breaking all four Icicles. Now you can reach the door and chest that were previously inaccessible.



ANOTHER ENEMY SKILL:
THERE ARE ACTUALLY TWO MORE
ENEMY SKILLS IN THIS AREA. TRINE
SHOULD ALREADY BE YOURS BY NOW,
BUT YOU'LL WANT TO LEARN MAGICAL
BREATH BEFORE YOU LEAVE THE AREA.
STILVA, A NOT SO DISTANT COUSIN OF
THE MATERIA KEEPER, USES BOTH
SKILLS. ALSO, BE ON THE LOOKOUT FOR
BLUE DRAGONS; THEY WON'T TEACH
YOU ANYTHING, BUT YOU CAN GET
VALUABLE DRAGON ARMILETS FROM
THEM.

There's a Save Point just inside the next cave, so save your game and dip your hands in the adjacent pool (it's a healing pool) if your HP and MP are low. Also, equip everyone with items that absorb or protect against **Fire** and **Ice** spells. Further down the path, the party encounters a huge beast blocking an icy hall.




BOSS FIGHT: SCHIZO



Schizo's right side is fire-based and its left side is ice-based, so casting **Fire** on the right side or **Ice** on the left side heals that side. To make matters worse, both sides of Schizo are invulnerable to **Gravity**. As you might expect, Schizo's right side attacks with

Fire Breath and its left side attacks with Ice Breath, but both sides can also cast Quake 3 on the entire party.

Schizo (Right; Gaea's Cliff)		MORPH		STEAL	ATTACKS	
		N/A	PROTECT	RING	Trance/Stone/ Earthquake	
Area—Gaea's Cliff	LVL	43			↓	Absh
	HP	18,000			⊗	Norm
	MP	350			↑	Norm
	EXP	2200			△	Norm
	GN	1500			⊙	Intel
					≈	Norm
	AP	120			↑	Norm
		Stk	Def	Spk	Stk	Spk
		Def	Phs	Phs	Stk	Stk



Schizo (Left; Gaea's Cliff)

MORPH	STEAL	ATTACKS
N/A	N/A	Force Break, Earthquake
LVL 43		Norm
HP 18,000		Absh
MP 350		Norm
EXP 2200		Norm
GIL 1500		Inval
AP 120		Norm
		Norm
Stp	Def	Con
Str	Mag	Spk

Area— Gaea's Cliff



FOR THIEVES:
SCHIZO'S RIGHT
HEAD IS CARRYING A
PROTECT RING YOU
MIGHT WANT TO
GRAB ONCE THE
BOSS IS IDLE.

Start the battle by casting **MBarrier/Big Guard** and **Regen** on the team. Then have one of your characters cast **Ice 3** on Schizo's right side, while another character hits the left side with **Fire 3**. Also, try hitting each side of Schizo with the **Magic Hammer** Enemy Skill a few times. Each hit absorbs 100 MP, and since each head only has 350 MP available, you can render both

heads defenseless in just a few shots. This should make short work of Schizo. Note that both heads get a final attack that causes up to 1,000 points of damage, so don't kill both of them at the same time. The team receives a **Dragon Fang** for taking care of Schizo.



You've reached the summit! Climb the last cliff outside and see what Sephiroth is up to.

THE CRATER

ITEMS:

"Neo Bahamut"
Materia
Kaiser Knuckle
Reflect Ring
(Boss)
"MP Turbo"
Materia
Poison Ring

ENEMIES:

Grenade
Gigas
Gremlin
Ironite
Sculpture
Wind Wing
Killbin
Dragon Rider
Jenova-DEATH
(Boss)

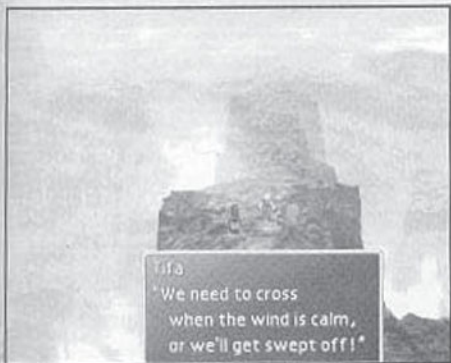
As you move deeper into the crater, you'll find Sephiroth's unwilling followers making their way to the center.



MATERIA TIP:
IF YOU ENCOUNTER
A FALLEN FOLLOW-
ER, CHECK HIM AND
HE MAY TRANS-
FORM INTO AN
ITEM. ALSO, KEEP
AN EYE OUT FOR
THE SAVE POINT
AND THE "NEO
BAHAMUT"
MATERIA.



You may want (or need) to use a Tent to get some rest. Also, take a moment to equip anything that absorbs or protects against **Fire** spells.



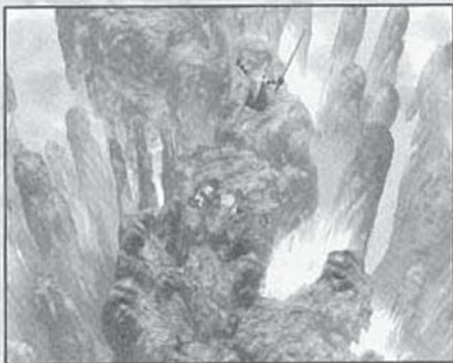
The wind is whipping around the crater, causing large barrier walls to form. Don't cross the barriers until the wind calms down a bit or you'll get shoved back and forced

into a fight. Later barriers will have green waves rushing

through them. These waves never dissipate and must be avoided in the same manner.

NEW ARMOR: CHANCES ARE LOW, BUT YOU MAY END UP FIGHTING A GIGAS WHILE MAKING YOUR WAY THROUGH THE CRATER. THIS BEHEMOTH CARRIES THE GIGAS ARMLET.

The team bumps into Sephiroth just as he's killing a few shrouded figures. He disappears for a moment, but then launches a sneak attack from above.

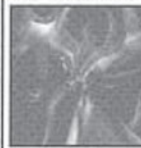


BOSS FIGHT: JENOVA-DEATH

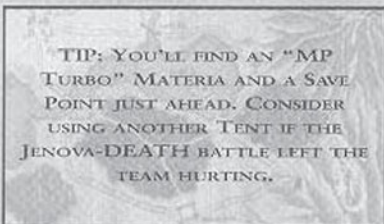
Jenova-DEATH attacks with two types of fire magic: Red Light and Tropic Wind. (It can also cast Silence, but rarely does.) Therefore, equipping your team with armor and accessories that protect against Fire makes this a short fight.

Jenova-DEATH

MORPH	STEAL	ATTACKS
N/A	N/A	Silence, Red Light, Tropic Wind
LVL 55		↓ Norm
HP 25,000		⊗ Norm
MP 800		⚡ Norm
EXP 6000		✖ Norm
GL 5000		⚔ Inad
AP 400		≈ Norm
		⊕ Norm
		↑ Norm



Start the battle by setting up **MBarrier/Big Guard** and casting **Haste** and **Regen** on the entire party. Then have someone cast **Slow** on Jenova-DEATH, which gives you a slight advantage from the start. Normal attacks cause a decent amount of damage as do Level 3 magic attacks. Also, keep the **Esuna** spell ready if Jenova-DEATH casts Silence on the team. Defeat Jenova-DEATH and you'll receive a **Reflect Ring**.



The wind barriers get even trickier at this point. Now you need to dodge the green waves and bolts of lightning. Time your moves carefully.

THE EXECUTION

ITEMS:

Fourth Bracelet
"Full Cure"
Materia
Guard Source
Elixir
Magic Source

ENEMIES:

Attack Squad
Soldier: 2nd



A Cloud-less Barret and Tifa are led to a gas chamber so their deaths can be broadcast to the entire world. Tifa is set to go first, so she's strapped into a gas chamber and left to die, but the guard drops his key next to Tifa's chair.

Talk to Cait Sith and then look for the gas chamber's control room. Scarlet locks the press room, so Cait Sith suggests that you run to the airport, which is to the right. On their way to the airport, they bump into Yuffie disguised as a reporter. Now you'll have a full party for the trip to the Airport.



EQUIPMENT CHECK: If you haven't used Cait Sith or Yuffie much up to this point, equip them before going too far.

With the confusion created by WEAPON's attack, Tifa gets a chance to save her own life. You must maneuver her head, arms, and legs to reach the key and unlock her restraints. Use Tifa's legs twice to pull the key over to her, and then make her sit up in the chair. Now use her legs and head simultaneously to get the key into her mouth. Unlock her left arm, and then use her left arm a second time to grab the

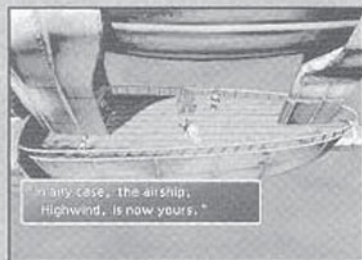


key and unlock her right restraint. Now flip the switch to the left of the chair to shut off the gas. Tifa can't open the door to the chamber from the inside, but she's about to get a little help.

THE CONTROLS ARE:

[Ins]	Legs
[Enter]	Left Arm
[+]	Head
[Del]	Right Arm

After WEAPON cuts a hole in the chamber wall, climb through the hole and scale down the front of the building. Run down the gun to the end of the barrel, where you'll meet up with Scarlet and engage in a slapping match, which Tifa wins easily. (Just press [Enter] as soon as Scarlet's arm begins to move.) Sprint toward the end of the cannon as soon as you hear Barret's call.



Looks like the team has a new vehicle... the Highwind.

The team's next mission is to figure out what happened to Cloud. Talk to everyone onboard the ship and then make your way down to the Operations Room so you can create your new party. Now you can fly the airship to the northern continent.

PILOTING NOTE:

THE HIGHWIND CAN FLY ANYWHERE, HOWEVER, IT CAN ONLY LAND ON SMOOTH, GRASSY TERRAIN. IN SOME CASES, YOU MAY HAVE TO LAND FAR FROM YOUR TARGET AND HIKE THE REST OF THE WAY.

HIGHWIND CONTROLS

[Enter]	Move forward
[Ins]	Lands
[+]	Switch to inside of Highwind
[8]	Lower altitude
[2]	Raise altitude
[4]	Turn left
[6]	Turn right
[9]	Sharp turn left
[3]	Sharp turn right
[Enter]	Board Highwind
[-]	Toggle map

LOTS OF OPTIONS:

THE HIGHWIND HAS EVERYTHING THE TEAM NEEDS—WITH THE EXCEPTION OF SHOPS. IF YOU NEED TO SAVE OR REST, GO TO THE HIGHWIND'S OPERATIONS ROOM AND SPEAK WITH THE MAN THERE.

CHOCOBO BREEDING: YUP... YOU CAN NOW BEGIN THE LONG PROCESS OF BREEDING YOUR OWN CHOCOBOS. UNFORTUNATELY, YOU WON'T BE ABLE TO DO MUCH CHOCOBO BREEDING RIGHT NOW BECAUSE THE GOLD SAUCER IS CLOSED UNTIL THE PARTY FINDS CLOUD.

STUFF TO DO:

NOW THAT YOU HAVE THE HIGHWIND, THERE ARE LOTS OF THINGS YOU CAN DO... IF YOU DON'T MIND PUTTING OFF LOOKING FOR CLOUD.

NEW ITEMS: NOW YOU CAN CLAIM SEVERAL ITEMS YOU COULDN'T GET BEFORE. IF YOU RETURN TO COSMO CANYON, YOU CAN PICK UP THE "FULL CURE" MATERIA HIDDEN IN THE BACK OF THE MATERIA SHOP. YOU CAN ALSO PICK UP TWO NEW ITEMS FROM NEW TREASURE CHESTS IN ROCKET TOWN. MANY OF THE SHOPS AROUND THE WORLD HAVE RECEIVED NEW ITEMS FOR YOU TO PURCHASE. THESE ITEMS ARE HIGHLIGHTED IN THE SHOPPING LISTS FOUND INSIDE THE MAP SECTION.

TIFA'S PIANO: PAY A VISIT TO GOOD OLD NIBELHEIM AND TIFA'S ROOM. IF TIFA INSPECTS THE PIANO WHILE SHE'S LEADING THE PARTY, SHE'LL UNCOVER A SHINY NEW "ELEMENTAL" MATERIA.



THE SEARCH FOR CLOUD

ITEMS:

Beat-up Useless
Old Key
Curse Ring
Elixir

ENEMIES:

Spiral
Head Hunter
Sea Worm
Crysaes
Hippogriff



Fly to Icicle Inn and talk to the people there. Several mention Mideel Island to the south and a good doctor who lives there. This is your clue to Cloud's whereabouts—hop back into the Highwind and head to Mideel.

While exploring the island, you'll find a lonely dog in the middle of town. As Tifa stops to pet the pup, she overhears two people talking about a

"pokey-headed" guy washing up on shore. Sure enough, it's Cloud... but something is wrong.





He's been exposed to an extreme amount of Mako energy and has contracted Mako poisoning. Tifa stays with Cloud for the moment, while the rest of the team looks for a way to stop Meteor.

With the rest of the team back on the airship, Cait Sith shares some information. Shinra is continuing to collect **Huge Materia** for their Super Weapon. They've already raided the Nibelheim Reactor and are

preparing to collect from the Corel and Fort Condor Reactors. Have Cid create a new team of three and head for North Corel.



DOOR TO NOWHERE: AS YOU WALK AROUND THE PORCH THAT SURROUNDS THE ACCESSORY SHOP, YOU'LL NOTICE A SQUEAKY FLOORBOARD. INSPECT THE SQUEAK TO FIND AN OLD KEY. BEFORE YOU CAN GET THE KEY OUT OF THE FLOORBOARD, YOU MUST INSPECT THE DOOR IN THE WEAPON SHOP. NOW TAKE THE KEY TO THE WEAPON SHOP AND TRY USING IT ON THE DOOR INSIDE. CONFESS YOUR MISCHIEVOUS INTENTIONS WHEN THE MANAGER ASKS WHAT YOU'RE DOING, AND YOU'LL RECEIVE A CURSE RING.

CONTAIN MATERIA: THIS VALUABLE PIECE OF MATERIA CAN ONLY BE PICKED UP IN MIDEEL AND IT'S NOT FOR SALE.

AS YOU EXPLORE THE SHOPS, YOU'LL FIND A PANICKED SHOPPER WHO IS CONSTANTLY TAILED BY A SMALL WHITE CHOCOBO. FEED IT A MIMETT GREEN AND THEN TICKLE IT BEHIND ITS EARS. WHAT DO YOU KNOW—IT COUGHS UP THE "CONTAIN" MATERIA. NOW FOR SOME FUN, TRY EQUIPPING SOMEONE'S WEAPON WITH THE CONTAIN-ADDED EFFECT COMBINATION AND CHECK OUT THE COOL RANDOM SIDE EFFECTS DURING A BATTLE.

MATERIA SHOP

ITEM	COST
HP Plus	8000
MP Plus	8000
Transform	5000
Gravity	8000
Destruct	9000

REST

Clinic Nurse	Free
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ITEM SHOP

ITEM	COST
Hi-Potion	300
Phoenix Down	300
Ether	1500
Hyper	100
Tranquilizer	100
Remedy	1000
Tent	500

WEAPON SHOP

ITEM	COST
Crystal Sword	18000
Crystal Glove	16000
A-M Cannon	18000
Crystal Comb	17000
Crystal Cross	18000
Crystal M-phone	18000
Partisan	19000
Winchester	18000
Crystal Bangle	4800
Wizard Bracelet	12000

ACCESSORY SHOP

ITEM	COST
Amulet	10000
Fire Ring	8000
Ice Ring	8000
Bolt Ring	8000
Fairy Ring	7000
Jem Ring	7500
White Cape	5000

RUNAWAY TRAIN

When the team reaches North Corel, head down the tracks to the Corel Reactor. They reach it just in time to watch Shinra drive away with the **Huge Materia** in the back of a train.

ITEMS:

Huge Materia
"Ultima" Materia
Catastrophe
Limit Break

ENEMIES:

Attack Squad
Gas Ductor
Wolfmeister
Eagle Gun

Fortunately for the team, Cid can drive anything, so they steal a train and chase after the Shinra train.



To catch up to the Shinra train, you can alternate the levers left and right ([8] and [+]) to speed up the train and align it with the enemy train. Try to get a slow rhythm going, and then build up your speed.



An enemy, each one tougher than the last, protects each train car. It's important that you make quick work of them so that you have plenty of time left when you reach the engine.

Car #1: Gas Ductor

Easy fight; hit it hard with anything but **Bio**.

Car #2: Gas Ductor (x2)

Same as first one, but twice as tough.



HURRY UP!
REMEMBER, YOU
ONLY HAVE 10
MINUTES TO
CATCH THE ENEMY
TRAIN, BOARD IT,
AND THEN REACH
THE CABIN AND
STOP IT BEFORE IT
CRASHES INTO
NORTH COREL.



Car #3: Wolfmeister

Susceptible to water; use the enemy skill **Aqualung** or the summon Materia "**Leviathan**." You can poison it, but it may not help much.

Car #4: Eagle Gun

Use **Bolt** spells against it; avoid casting **Earth** or **Water** spells on it. If you have time, you should steal the Warrior Bangle from this enemy.

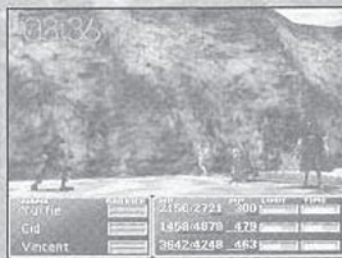


Engine: Attack Squad

This thing isn't tough. Hurry through the conversation before the fight. There's no time to waste!

Now you must stop the train. Move both levers down and then up, alternating back and forth until the train stops ([8] and [2], and [+] and [Enter]).

With the train stopped, Corel is saved and you receive your first piece of **Huge Materia**. As a debt of gratitude, the people of North Corel give you the "**Ultima**" Materia. Now hop back into the Highwind and head for Fort Condor.



ON THE
DOWN SIDE:
IF YOU FAIL TO
SAVE NORTH
COREL, YOU NOT
ONLY LOSE THE
HUGE MATERIA
BUT YOU'LL HAVE
TO PAY 50,000
GIL FOR THE
"ULTIMA"
MATERIA!

BARRET'S LEVEL 4 LIMIT BREAK: AFTER SAVING THE TOWN, VISIT THE WOMAN ON THE TOWN'S SECOND TIER WHO'S WEARING A CAP. SHE'LL HAND OVER BARRET'S LEVEL 4 LIMIT BREAK, CATASTROPHE, AND YOU DON'T EVEN HAVE TO ASK NICELY.



RETURN TO FORT CONDOR

ITEMS:

Imperial Guard
(Boss)
"Phoenix" Materia
Huge Materia

ENEMIES:

CMD Grand Horn

This is the final battle at Fort Condor. You'll face tougher odds than ever before, so you'll need to take lots of Gil.

This will help you buy enough troops to put up a strong fight.



Place lots of troops along the mountainside, and focus on placing Fighters and Attackers down low backed up by Shooters, Defenders, and Repairers. You may want to place Stoners, Tristoners, and Catapults at the top of the three paths to block



the enemy advance if they get past your front line. Lastly, place a few Defenders around the hut as backups. They can move in and attack or fill holes as needed. If the enemies make it to the shed, you're forced to fight the Enemy Commander (which is actually an easy fight).

After the battle, the Condor is killed but the baby Condor lives. Check outside and you'll find the "Phoenix" Materia

next to the nest. Talk to the old man downstairs and he'll hand over the Huge Materia.

Cid tells you to go see Cloud, so hop into the Highwind and return to Mideel. You find out that there's no change in his condition and Tifa seems to have given up hope. Around this time, the town begins to shake. Run outside and you'll see the Ultimate WEAPON attacking the town.



BOSS FIGHT: ULTIMATE WEAPON

You just need to survive this fight. Ultimate WEAPON will attack with several powerful spells that can cause about 1,500 points of damage to each character simultaneously.



Ultimate WEAPON

Enemy Skill—Shadow Flare
Area—Multiple

MORPH N/A
STEAL N/A
ATTACKS Basic 2

LVL 60	⚡ Norm
HP 100,000	☠ Norm
MP 400	✖ Norm
EXP 35,000	✖ Norm
GH 25,000	✖ Norm
AP 3500	✖ Norm
	✖ Norm
	✖ Norm

Key	Res	Def	Mag	Sp	Stk	Sts	Str	Int	Wis
Res	Def	Mag	Sp	Stk	Sts	Str	Int	Wis	

STOLEN GOODS:
IF YOU'RE IN THE MARKET FOR ANOTHER CURSE RING, YOU'LL FIND ONE TUCKED AWAY ON ULTIMATE WEAPON. I DON'T THINK IT'LL MIND IF YOU HELP YOURSELF.



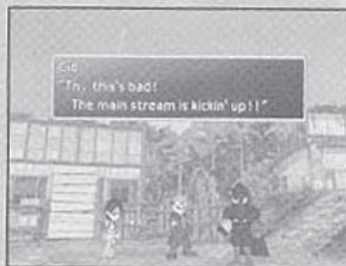
Cast **MBarrier/Big Guard** immediately to soften the blow, and keep everyone healed. Use each team member's Limit Breaks, which is easy to do because they'll be built up after one



or two turns. The Limit Breaks should cause enough damage to make Ultimate WEAPON fly off.

Ultimate WEAPON may be gone, but the threat is far from over. The Lifestream bursts through and destroys Mideel. Tifa tries to get Cloud out, but they both drop into the middle of the Lifestream.

You'll help Tifa as she pulls Cloud back together. This isn't a tough part of the game and you can't die, so I won't spoil it for you. Just wander around and talk to everyone.



The team is reunited but there are two more **Huge Materia** to collect. Take the Highwind to Junon, because the team must locate the underwater facility before Shinra can move the Materia.

GOLD SAUCER REOPENS:

GOLD SAUCER REOPENS AS SOON AS CLOUD SIGNS BACK UP. NOW IS THE TIME TO REALLY CONSIDER CHOCORO BREEDING. DON'T WORRY, SHINRA WILL WAIT FOR YOU. IF YOU'RE INTERESTED, YOU SHOULD CHECK OUT "CHOCO BILL'S COMPLETE GUIDE TO CHOCOS" INSIDE THIS BOOK FOR THE MOST COMPLETE DETAILS. YOU CAN ALSO VISIT THE GOLD SAUCER AND GET CLOUD'S LEVEL 4 LIMIT BREAK, OMNISLASH, BY FIGHTING IN THE BATTLE ARENA.

TIFA'S LEVEL 4 LIMIT BREAK:

NOW YOU CAN REVISIT NIBELHEIM ONE LAST TIME TO GET TIFA'S LEVEL 4 LIMIT BREAK, FINAL HEAVEN. JUST VISIT TIFA'S ROOM WITH TIFA IN YOUR PARTY AND PLAY THAT NOW FAMOUS TUNE (DO RE MI TI LA DO RE MI SO FA DO RE DO) ON HER PIANO. SHE'LL DISCOVER HER LIMIT BREAK IN SOME SHEET MUSIC AND YOU'LL LEARN MORE ABOUT HER MENTOR, ZABAN.



DESTROYED MIDEEL

Things look pretty bad in Mideel. The entire town was swallowed up by the Lifestream and only the people remain. At first, you'll notice that the shops don't have much merchandise, with the exception of the Accessory Shop. However, if you go to the west side of town, Cloud can hop the rocks to a hidden area in which the doctor, nurse, and the crazed consumer are all trapped. The nurse will still restore your lost HP and MP as she did when the clinic was above ground. However, the most notable change is that the crazed consumer is now selling everything he purchased before the town went under.

ITEM SHOP

ITEM	COST
Potion	50
Phoenix Down	300
Antidote	80
Tent	500

ACCESSORY SHOP

ITEM	COST
Amulet	10000
Fire Ring	8000
Ice Ring	8000
Bolt Ring	8000
Fairy Ring	7000
Jem Ring	7500
White Cape	5000

MATERIA SHOP

ITEM	COST
Fire	600
Ice	600
Lightning	600
Restore	750

**CRAZED CONSUMER
(WEAPONS)**

ITEM	COST
Crystal Sword	18000
Crystal Glove	16000
A-M Cannon	18000
Crystal Comb	17000
Crystal Cross	18000
Crystal M-phone	18000
Partisan	19000
Winchester	18000
Crystal Bangle	4800
Wizard Bracelet	12000

**CRAZED CONSUMER
(MATERIA)**

ITEM	COST
HP Plus	8000
MP Plus	8000
Transform	5000
Gravity	8000
Destruct	9000

REST

ITEM	COST
Clinic Nurse	Free

THE UNDERWATER REACTOR

ITEMS:

God's Hand
(Boss)
Battle Trumpet
Scimitar
Leviathan Scales

ENEMIES:

Death Machine
Submarine Crew
Slalom
Soldier: 2nd
Guard System
Corvette
Diver Nest
Ghost Ship
Hard Attacker
Guardian
Senior Grunt
Underwater MP
Roulette Cannon
Gun Carrier
Carry Armor
(Boss)

When you reach Junon Village, you have to ride the elevator up to Junon for 10 Gil. (This should give you a good idea of just how little Shinra's

troops get paid.) There's no need for a disguise this time around; just head down to the main street and follow it to the sector that splits the left and right sections of town.

"I've noticed there's been a lot of Shinra ships recently. I think they're going to the Junon Underwater Reactor."



SAY WHAT?
YOUR CHARACTERS WILL PAUSE IN THE MIDDLE OF THE STREET. CLOUD MENTIONS THAT SOMETHING SEEMS TO BE MISSING. WHAT IS IT? THE JUNON CANNON!



When you reach the ocean floor, enter the plant and take the elevator down. Follow the walkway to the reactor's core, but watch out for Shinra patrols.

The team arrives a little too late. Shinra has the Huge Materia, but they haven't loaded it onto a submarine yet. Run to the submarine bay and try to intercept.



This area should look familiar from your first visit to Junon. Follow the group of soldiers to the Underwater Reactor elevator and ride it down to the ocean floor. Unfortunately, there are two soldiers on the elevator who attack you to show off for the elevator operator. You'll run into a lot of these guys as you make your way to the reactor.

MORPHIN' TIME:
AS YOU'RE PASSING THROUGH THE UNDERWATER TUNNELS, FIND AND FIGHT A GHOST SHIP. WEAR THIS ENEMY DOWN AND FINISH IT OFF WITH THE MORPH COMMAND (EQUIP THE "MORPH"




MATERIA). DOING SO GETS YOU THE GUIDE BOOK, WHICH CAN BE TRADED AT KALM FOR THE "UNDERWATER" MATERIA. TO DO SO, SPEAK TO THE MAN UPSTAIRS IN THE HOUSE ON THE EAST SIDE OF KALM. HE'S LOOKING FOR THREE SPECIAL ITEMS: THE GUIDE BOOK AND TWO OTHERS WHICH CAN ONLY BE RETRIEVED FROM TWO POWERFUL ENEMIES YOU'LL HAVE THE CHANCE TO FIGHT LATER.



BOSS FIGHT: CARRY ARMOR

Carry Armor isn't too difficult to defeat. You can take advantage of its weakness to Bolt spells if you come equipped with "Lightning" and "Ramuh" Materia.



Carry Armor	MORPH	STEAL	ATTACKS
	N/A	N/A	Log's Laser
Area— Underwater Reactor	LVL 45		☹ Norm
	HP 24,000		☹ Norm
	MP 200		☹ Dbl Eff
	EXP 2800		☹ Norm
	GIL 4000		☹ Invol
	AP 240		☹ Invol
			☹ Norm
	Stp	Def	Con
	Def	Par	Sts

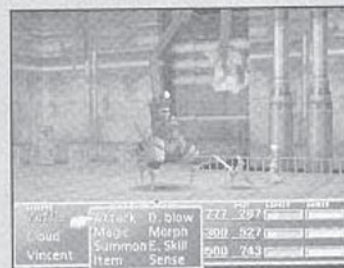


At the start, set up **MBarrier/Big Guard** and cast **Haste** and **Regen** on the entire party. Don't waste time trying to cast effects like **Slow** or **Stop** on Carry Armor, because it's immune to any kind of negative status. Use **Bolt** and **Ramuh** to deal some serious damage, while concentrating your attacks on the left and right arms. With the

arms and legs out of the way, it's left with the center torso and the Lapis Laser attack. The **MBarrier** should cut the Lapis Laser's damage down from about 1,500 to 750. Just keep casting **MBarrier** as it runs out.

During the battle, Carry Armor may pick up one of your characters. If this occurs, he/she cannot participate in the battle and the time bar on any status effects will be locked in place until the character is freed. After the character has been grabbed, there are only two ways to recover him/her. The first is to kill and then resurrect the character

once Carry Armor has dropped the lifeless body. This isn't difficult to do since any attacks against Carry Armor will also cause damage to any captured heroes. You can also release a captured character by destroying the arm that holds the character. If Carry Armor can capture two of your characters and kill the third, the battle is lost and the game is over. You receive **God's Hand** for winning the battle.



Because of the distraction caused by Carry Armor, the submarine gets away. But don't worry—the team can just hijack the other enemy sub and chase down the runaway.

Da-chao Fire Cave:

There's a small fire cave carved into the side of Da-chao at Wutai. The fires inside block anyone from reaching the end of the cave, but they can be put out with the right item. During the raid on Shinra's Underwater Reactor, Cloud can pick up the "Leviathan Scales" from a treasure chest on the dock. The scales hold Leviathan's power of water and can put out any flame they come in contact with. Use "Leviathan Scales" on each of the fires in the Da-chao cave to find the Oritsuru Weapon for Yuffie and the "Steal as Well" Materia.



DON'T MISS OUT: THERE ARE SEVERAL CHESTS ON THE DOCK THAT YOU'LL WANT TO OPEN BEFORE BOARDING THE ENEMY SUB. MAKE ABSOLUTELY SURE YOU GET THE LEVIATHAN SCALES BEFORE LEAVING. YOU'LL NEED THEM TO PUT OUT THE FLAMES IN THE FIRE CAVE AT WUTAI.



The submarine crew isn't about to give up their ship easily. Fight your way onboard and take over the controls. Your friends from the parade are manning the control center, but you don't have to kill them—it's your decision.

BE BRUTAL: YOU CAN STEAL A DECENT PIECE OF ARMOR CALLED THE SHINRA ALPHA FROM THE CAPTAIN IF YOU DECIDE TO KILL THE CREW.

THE SUBMARINE BATTLE

Now that you have a sub, you can chase down the enemy sub that's carrying the **Huge Materia**—but there's a catch: You must accomplish this task in 10 minutes or less.



Try to stay behind the RED enemy sub, because it's the one that's carrying the **Huge Materia**. It isn't necessary to destroy the Yellow subs, but they'll be trying their best to sink you.

QUICK KILL: YOU CAN SHOOT AS MANY AS FOUR TORPEDOES AT A TIME. TRY TO LOCK ON TO YOUR TARGET AND UNLOAD THE WHOLE GROUP, WHICH IS NORMALLY ENOUGH TO TAKE OUT A YELLOW SUB.

SUBMARINE MINI-GAME CONTROLS

BUTTON	WHAT IT DOES
[2]	Descend
[8]	Ascend
[6]	Turn right
[4]	Turn left
[+]	Speed up
[Del]	Fire torpedo
[Ins]	Slow down
[3]	Sonar

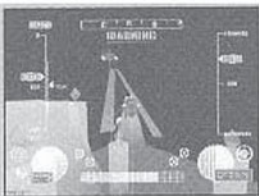
If the enemy gets a lock on your sub, speed up and dive deep. This will normally shake the torpedoes off your tail.

Mines are the small polygons on top of the square columns. You can pass through the columns without taking damage, just don't go too high.



Use your sonar often to prepare for what lies ahead. Plus, you can use sonar to help relocate the RED submarine if you lose track of it.

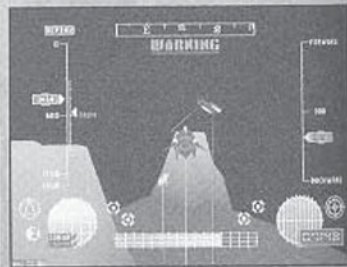
When you win the battle, you receive the Shinra Sub as a vehicle for the rest of the game. Although the submarine has limited range and can't pass through shallow water, you can use it to check out the ocean floor and any underwater caves. You can dock the sub at the small, rocky notches around the coast (like the one next to Junon).



MINES: DON'T WORRY TOO MUCH ABOUT MINES. UNLESS YOU'RE AT FULL SPEED, YOU'LL HAVE PLENTY OF TIME TO REACT AND ADJUST YOUR COURSE. HOWEVER, YOU MUST BE CAREFUL WHEN YOU ENTER THE SONAR SCREEN, BECAUSE YOU MIGHT ACCIDENTALLY RUN INTO A NEARBY MINE.



NEW SUB: IF YOU LOSE THE BATTLE, YOU CAN STILL GET A SUBMARINE BY MAKING YOUR WAY BACK DOWN TO THE UNDERWATER REACTOR AND FINISHING OFF THE RED SUB'S CREW.



SUBMARINE WORLD MAP CONTROLS

BUTTON	WHAT IT DOES
[8]	Move forward/reverse direction
[2]	Reverse direction/move forward
[4]	Turn left
[6]	Turn right
[Enter]	Board sub/move forward
[Ins]	Exit sub/dive/surface
[9]	Sharp turn left
[3]	Sharp turn right

The team picks up a radio signal declaring that Shinra is about to ship out another **Huge Materia** from the Junon Airport. Park the sub and get up there quickly.

The team arrives just in time to see the Materia leave by way of plane. The team needs to intercept the **Huge Materia** at Rocket Town. Return to the Highwind and get moving!



THE FIRST MAN IN SPACE

ITEMS:

Huge Materia

ENEMIES:

Attack Squad
Senior Grunt
Rude (Boss)

When the team arrives at Rocket Town, they find Shinra busy at work repairing the rocket and preparing for launch. After forcing your way past the guards, you'll meet up with Rude again.

EQUIPMENT CHECK: If Cid isn't in your party, you're forced to take him along at this point. Make sure you equip him adequately for the next battle.



BOSS FIGHT: RUDE AND ATTACK SQUAD

Rude (Rocket Town)

MORPH N/A
STEAL ZIEDRICH
ATTACKS Punch, Guard Spark, MBarrier

LVL 42	↓ Norm
HP 9000	⊕ Norm
MP 240	⌘ Norm
EXP 3400	⚔ Norm
GIL 3000	⚡ Insul
AP 80	⌘ Norm
	⌘ Norm
	⌘ Norm

Slp	Res	Cur	Stl	Shr	Str	Trk	Spd
Blk	Par	Fa	Stn	SE	Max	DR	Reg

Area— Rocket Town



Start the battle by getting rid of the Attack Squad guys, if not they will try to put your team to sleep. Rude isn't too tough—he uses **Bolt 2** and his normal attack causes about 300 to 500 points of damage. His Guard Spark attack can cause about 1000 points of damage and Rude can use it as many as three times in a row. Using **MBarrier/Big Guard** will cut the damage down to 250-500 points.

Attack Squad

MORPH N/A
STEAL 8-INCH CANNON
ATTACKS Machine Gun, Grenade, Smoke Bomb

LVL 34	↓ Norm
HP 1300	⊕ Norm
MP 100	⌘ Norm
EXP 300	⚔ Norm
GIL 420	⚡ Norm
AP 10	⌘ Norm
	⌘ Norm
	⌘ Norm

Slp	Res	Cur	Stl	Shr	Str	Trk	Spd
Blk	Par	Fa	Stn	SE	Max	DR	Reg

Area— Junon, Rocket Town



Cloud	Attack	Manp.	141	436	LEVEL
Vincent	Magic	D. blow			
	Summon	E. Skill	945	820	
	Item	Throw			

When Rude's health begins to get low, he starts casting **Cure 2** on himself. If you have **Reflect**, cast it on him and the **Cure** spell will heal your team instead.

Grand Spins

NAME	CLASS	LEVEL	HP	MP	EXP	ITEM
CID	Warrior	181	274	100	100	
Cid	Warrior	181	422	100	100	
Vincent	Black Mage	181	422	100	100	

Great Ziedrich

NAME	CLASS	LEVEL	HP	MP	EXP	ITEM
CID	Warrior	181	274	100	100	
Cid	Warrior	181	422	100	100	
Vincent	Black Mage	181	422	100	100	

CRIME PAYS:
AT LAST, YOU CAN STEAL STUFF FROM RUDE! HE'S PACKING A NEW PIECE OF ARMOR CALLED THE ZIEDRICH. DON'T PASS THIS ONE UP!

Once the rocket is in the air, you'll get the chance to recover a third Huge Materia. This one is locked in the rocket's core. You can

decipher the lock, but the team only has three minutes to do so. Listen to Cid's clues and you can figure it out. When you succeed, you can take the **Huge Materia** with you. If not, it remains locked in the ship's belly with no chance of getting it back.

NOTE: IT'S NOT A BAD IDEA TO EQUIP EVERYONE WITH ARMOR THAT PROTECTS OR ABSORBS LIGHTNING, BUT IT'S NOT ESSENTIAL TO WINNING THE BATTLE.



With or without the **Huge Materia**, it's time to bail out. Head down to the engine room where the escape pod is waiting.

DON'T GIVE UP!
IF YOU FAIL, YOU MAY WANT TO RETURN TO A SAVED GAME AND TRY THE COMBINATION AGAIN.



THE COMBINATION: IF YOU GIVE UP OR YOU DON'T WANT TO RISK LOSING THE MATERIA, THE LOCK'S COMBINATION IS: [ENTER], [DEL], [INS], [INS].

BXAA

CID'S ULTIMATE WEAPON: NOW RETURN TO ROCKET TOWN AND TALK TO THE OLD MAN WHO USED TO STARE AT THE ROCKET. IF YOU SPEAK TO HIM THREE TIMES, HE'LL GIVE YOU THE VENUS GOSPEL.



THE ANCIENT MACHINE

ITEMS:

Huge Materia
Key of the Ancients

Return to Bugenhagen's laboratory in Cosmo Canyon to discuss how to overcome Meteor and Sephiroth. However, this proves uneventful until Bugenhagen suggests that you return to the Ancient City. Before you can do this,

however, you must store the **Huge Materia** in Bugenhagen's lab. This may seem odd, but it does have a purpose. Before you leave, take a close look at the blue **Huge Materia** and you'll receive the "**Bahamut ZERO**" Materia.



MASTER MATERIA:

NOW THAT YOU'VE STORED THE HUGE MATERIA, YOU CAN CLAIM THE MASTER MATERIA. TO DO SO, YOU NEED TO HAVE A SPECIFIC NUMBER OF MAGIC, COMMAND, OR SUMMON MATERIA MASTERED. APPROACHING ONE OF THE HUGE MATERIA WITH ENOUGH MASTERED MATERIA MATCHING THE HUGE MATERIA'S CATEGORY CAUSES THE MASTERED MATERIA TO FUSE INTO ONE ALL-IN-ONE MASTER MATERIA. NOW YOU CAN EQUIP A BUNCH OF SPELLS, COMMANDS, OR SUMMON SPELLS WITH JUST A SINGLE, NO PENALTY MATERIA. THIS IS NO SMALL TASK, BUT LATER I'LL TELL YOU HOW TO GET ALL THREE MASTER MATERIA WITHOUT ALL THE HASSLE.

Hop back into the Highwind and make your way to the Ancient City. When you arrive, take the left path to the back. Bugenhagen explains the use of the **White Materia** and finds clues to locate a hidden key. The key is hidden in a place "even sunlight can't reach," which suggests a cave of some sort.

Hop back into the Highwind and head for the coast. You've searched nearly every cave in the outer world, so it's time to explore underwater.





Take the submarine down and head to the south. The Shinra sub you wrecked earlier is lying on the bottom here. Inspect the wreckage, and you'll find the last **Huge Materia**.

Now head north and hug the west wall until you come to a side passage. In the back, you'll find a wrecked plane that you can inspect, although it's not necessary. The details relating to the wrecked plane follow.



WARNING! THERE'S A HUGE CREATURE ROAMING AROUND THIS AREA. IT'S ONE OF THE NEW **WEAPONS** THAT WERE ADDED TO THE AMERICAN VERSION OF *FINAL FANTASY VII*. AVOID IT FOR NOW, BECAUSE IT'S ULTRA-POWERFUL AND **WILL** MAKE MINCEMEAT OUT OF YOUR TEAM UNTIL YOUR CHARACTER'S LEVELS AND **MATERIA** ARE MAXED OUT. IF THE **WEAPON** IS BLOCKING SOMETHING YOU NEED, SURFACE AND THEN DIVE AGAIN. THIS MOVES THE **WEAPON** TO ANOTHER LOCATION.

CRASHED GELNIKA

The Gelnika is in the alcove underwater and directly west of the underwater Mako Reactor. This is an optional area, but there are some great items here.

The Gelnika is a very dangerous place, so make sure you save upon entering the plane. There are no monsters in the entrance area, but the rest



ITEMS:

Heaven's Cloud
Megalixir
Escort Guard
Conformer
"Double Cut"
Materia
Megalixir
Spirit Lance
Outsider
"Hades" Materia

ENEMIES:

Unknown
Unknown 2
Unknown 3
Reno
Rude
Poodler
Bad Rap
Serpent

WARNING! BE CAREFUL WHEN APPROACHING THE GELNIKA. THE EMERALD WEAPON IS SOMETIMES IN FRONT OF THE GELNIKA. IF THE EMERALD WEAPON IS THERE, RESURFACE AND DIVE AGAIN—IT SHOULD HAVE MOVED ON.

of the plane is crawling with all kinds of bizarre creatures.

As you first enter, take the first door on Cloud's right, which is the generator room. Most of the items in this room are on the lower floor; some of which are hidden. Don't miss the **Conformer** or the **"Double Cut" Materia**.



In the hall before the cargo bay, the team may bump into Reno and Rude of the Turks, depending on when you do this quest. If you've already had your final battle with the Turks while stopping the Sister Ray, then Reno and Rude won't be around. Otherwise, a fight will ensue.



The cargo bay has two more "must-have" items. One is Cid's Highwind Limit Break and the other is the "Hades" Materia. It's a long walk to both items and Shinra's freakish beasts are out for blood.

NOTE: YOU CAN STEAL SEVERAL TYPES OF ARMOR FROM THE VARIOUS UNKNOWN CREATURES LOCATED INSIDE THE GELNIKA. IF YOU HAVE THE PATIENCE, YOU CAN ALSO MORPH THESE BEASTS INTO SEVERAL TYPES OF SOURCE ITEMS. THIS ISN'T VERY USEFUL FOR MOST PEOPLE, BUT IF YOU'RE WILLING TO SPEND A FEW HOURS MORPHING, YOU CAN REALLY BEEF UP YOUR TEAM QUICKLY.



You may want to save before leaving the Gelnika. If Emerald WEAPON is sitting in front of the Gelnika when you exit, you might accidentally initiate combat.



Return to the main area and continue north. After passing through a narrow passage, take a hard left and follow the canal to an underwater cave. Surface when you reach the end of the cave and you'll appear in the middle of a lake. Park the submarine along the rock wall and use the PHS to place Vincent into

your party (if he isn't already with you). Enter the waterfall to learn more about Vincent's past.

VINCENT'S LEVEL 4 LIMIT BREAK: VISIT THIS SPOT AGAIN DURING DISK 3 AND YOU'LL RECEIVE VINCENT'S ULTIMATE WEAPON AND LIMIT BREAK.

After the story, dive again and go back toward the main underwater passage. Instead of going south, continue to the north until you find another underwater cave. Follow it until you see the **Key of the Ancients**. Take the key back to Bugenhagen at the Ancient City.



As the team leaves the Ancient City, Cait Sith reports that the Junon cannon has been located. Shinra has attached it to the Mako Reactors at Midgar and plans to use it to destroy Sephiroth. The team had better return to Midgar—and fast!

WEAPON ATTACKS



When the team reaches the Highwind, the entire area starts to quake. Another WEAPON is on the move and it's headed straight for Midgar. Fly back to Midgar and land the Highwind near the northern coastline. Find a good spot on the beach and wait for it to arrive.

BOSS FIGHT: DIAMOND WEAPON

Diamond WEAPON is one tough customer, but the team should be more than a match for it. Start the fight by casting **MBarrier/Big Guard** on the entire team, and then cast **Regen** and **Haste**. You may also want to cast **Barrier** to reduce the damage from Diamond WEAPON's physical attacks.



Diamond WEAPON

MORPH	STEAL	ATTACKS
N/A	N/A	Diamond Rush
LVL	N/A	⚡ Norm
HP	100,000	⚡ Norm
MP	400	⚡ Norm
EXP	35,000	⚡ Norm
GIL	N/A	⚡ Norm
AP	3500	⚡ Norm
Str	Def	Mag
Int	Wis	Spk
Con	Chr	Stk
Spd	Lck	Equ

Area—Midgar Coast

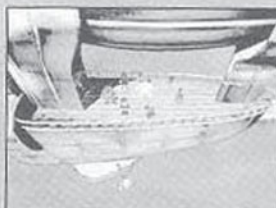
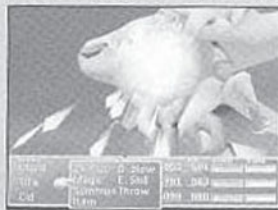


STEAL AGAIN:
THIS WEAPON IS
CARRYING THE
RISING SUN, A
SOLID NEW
WEAPON FOR OUR
FRIEND YUFFIE.



ly cast **Cure 3** and save anyone else from getting picked off by one of Diamond WEAPON's weaker attacks.

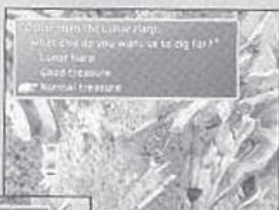
Attack Diamond WEAPON with your most powerful spells and summons. **Ultima**, **Comet**, and **Knights of the Round** work really well. Diamond WEAPON can't be harmed by physical attacks, so stick to magic unless you're trying to mug the beast. Keep in mind, however, that when Diamond WEAPON begins to count down, it means it's preparing for its super attack. The Diamond Flash causes about 1500 to 3000 points of damage to each character and mutes those who survive, which makes it difficult to quickly heal your team. You may want to equip a team member with the Ribbon accessory to protect him/her from the Mute effect. That way, when the countdown reaches "1," you can hold off on that character's action until after the Diamond Flash connects. This enables you to quickly



Hop into the Highwind and head north. Sure enough, there's nothing stopping the team from entering the crater. However, Cait Sith alerts the team that the Sister Ray is overloading and preparing to fire a second shot at the crater. Hojo has taken control of the cannon and there's nothing that Shinra can do to stop him.

Head to Midgar, but fly over it instead of landing. The team dons parachutes and enters Midgar commando-style.

DON'T JUMP! BEFORE YOU HEAD INTO UPPER MIDGAR, YOU MIGHT TAKE A MOMENT TO REVISIT THE SLUMS. TO DO SO, YOU NEED THE SECTOR 5 KEY. PARK THE HIGHWIND AWAY FROM MIDGAR AND WALK IN. HERE YOU'LL FIND A GUY WHO MENTIONS HE LOST THE KEY AT BONE VILLAGE. GO BACK TO BONE VILLAGE AND DIG FOR A NORMAL ITEM. WITH ANY LUCK, YOU'LL FIND THE KEY QUICKLY. NOW YOU CAN GET TIFA'S ULTIMATE WEAPON, PREMIUM HEART, FROM THE BROKEN DOWN ITEM SHOP IN WALL MARKET. YOU CAN ALSO PURCHASE THE SNEAK GLOVE, AN ACCESSORY THAT INCREASES YOUR STEALING PERCENTAGE, FROM THE WEAPON SHOP IF YOU'RE WILLING TO PART WITH 129,000 GIL.



RETURN TO MIDGAR

ITEMS:

Megalixir
Elixir (X2)
Aegis Armlet
Starlight Phone
Max Ray
Power Source
Guard Source
Mind Source
Magic Source
"W-Item" Materia
Master Fist
Behemoth Horn
Pile Banger

ENEMIES:

Crazy Saw
Cromwell
Manhole
Behemoth
Shadow Maker
Proud Clod (Boss)
Grosspanzer
Soldier: 1st
Maximum Kimaira
XCannon
Hojo (Boss)
Bad Rap Sample
Poodler Sample
Helletic Hojo
(Boss)
Lifeform Hojo
(Boss)

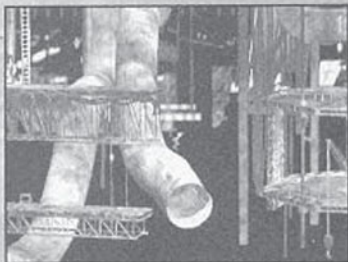


Follow Cait Sith into the back alleys and then underground. There are lots of items to get in this area, but you must go out of your way to collect them.

Follow the steps and ladder down to the lower level. Head right and the floor will drop out from under the team. Climb the red pipes and take the chute down. Follow the stairs up to the Save Point and the next area.

NOTE:

* COLLECT THE ITEMS AT THE END OF THE RAMP TO THE RIGHT OF THE ENTRY, AND THE ITEM UP THE LARGE LADDER NEAR THE BACK OF THE SECOND PLATFORM. YOU CAN'T GO BACK FOR THEM AFTER THE FLOOR BREAKS.



This takes the team to the train tunnels. The Sister Ray is to the north, but you can collect some items to the south. The choice is yours whether or not to take the risk of going south.

W-ITEM TRICK: EQUIP SOMEONE WITH THE "W-ITEM" MATERIA AND FIND A BATTLE WHERE YOU CAN DO NOTHING WITHOUT BEING KILLED BY YOUR ENEMIES. DURING THE BATTLE, HAVE THE EQUIPPED CHARACTER USE THE "W-ITEM" COMMAND TO CHOOSE AN ITEM YOU'D LIKE TO INCREASE. THEN SELECT A SECOND ITEM AND THE FIRST ITEM YOU SELECTED WILL INCREASE BY ONE. JUST CONTINUE SELECTING AND DESELECTING THE SECOND ITEM TO GET THE MAXIMUM AMOUNT (99). THIS TRICK ONLY WORKS ON ITEMS THAT CAN BE USED DURING BATTLE, SO YOU WON'T BE ABLE TO GIVE YOURSELF AN UNLIMITED NUMBER OF SOURCE ITEMS. HOWEVER, YOU CAN USE IT TO GIVE YOURSELF AN UNLIMITED NUMBER OF GREENS, WHICH MAKES CHOCOBO BREEDING A LOT LESS EXPENSIVE.

Received "W-Item"!

When you proceed northward, the team bumps into the Turks again, but this time all three of them are together. You're given the option of not fighting them this time around.

What are you doing? Let's go!
 Okay, let's end this.
 No, let's not.

BOSS FIGHT: RENO, RUDE, & ELENA

This is a tough fight. Cast **Wall** (or **Barrier** and **MBarrier**), **Regen**, and **Haste** on your party immediately. Then use attacks that damage all three Turks at once. Summon spells work really well in the fight, as does **Bio**, which poisons the entire group.

Watch out for Elena and Rude. Elena casts **Confusion** and uses a Fire attack that damages the whole group. Rude uses his fists, but can inflict critical hits that cause as much as 4000 points of damage. Reno is always a threat, but for some

reason doesn't seem to play a major part in this battle.

STOLEN GOODS:
 EACH OF THE
 TURKS IS CARRY-
 ING A SPECIAL
 ITEM—MAKE SURE
 YOU TAKE THEM.



Reno (Midgar)

Area—Midgar



MORPH	STEAL	ATTACKS
N/A	TOUGHNESS RING	Like Turk Lige, Empty
LVL 50		ψ Norm
HP 25,000		⊗ Norm
MP 200		† Absh
EXP 5500		▲ Norm
GR 5000		✕ Norm
AP 600		G Inval
		≈ Norm
		⊙ Norm
		↑ Norm
Str	Def	Con
Skl	Mag	Spk
Sta	Int	Wis
Lck	Chr	Typ

Rude (Midgar)

Area—Midgar



MORPH	STEAL	ATTACKS
N/A	ZIEGBACH	Power, Great Spk.
LVL 51		ψ Absh
HP 28,000		⊗ Norm
MP 250		† Norm
EXP 5500		▲ Norm
GR 5000		✕ Norm
AP 600		G Inval
		≈ Norm
		⊙ Norm
		↑ Norm
Str	Def	Con
Skl	Mag	Spk
Sta	Int	Wis
Lck	Chr	Typ

Elena

Area—Midgar

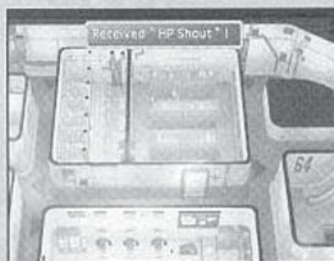


MORPH	STEAL	ATTACKS
N/A	MINERVA BRACELET	Heavy Light, Dark
LVL 53		ψ Norm
HP 30,000		⊗ Absh
MP 100		† Norm
EXP 6400		▲ Norm
GR 7000		✕ Norm
AP 800		G Inval
		≈ Norm
		⊙ Norm
		↑ Norm
Str	Def	Con
Skl	Mag	Spk
Sta	Int	Wis
Lck	Chr	Typ

Continue north and take the first left to reach the cannon; or, you can take the second left, which takes you to Shinra Headquarters. This path enables you to pick up Cait Sith's **HP Shout** (Floor 64), the **Glow Lance** (Floor 63), and two weapons from the gift shop. Keep in mind, though, that you can't go any higher than the 65th floor:

REST FIRST: IF YOU FIGHT, YOU MAY WANT TO RETURN TO THE SAVE POINT AND USE A TENT TO HEAL YOUR WOUNDS. YOU HAVE ANOTHER BIG FIGHT JUST AROUND THE CORNER.

POOR BEHEMOTH: YOU CAN FIND A NEW WEAPON FOR RED XIII IN THE STAIRWELL, THE BEHEMOTH HORN. ALSO, YOU CAN CLAIM THE TWO SOURCE ITEMS IN THE WORKOUT ROOM IF YOU TRIED TO USE THE VENDING MACHINE ON YOUR FIRST VISIT.



Choosing the left path places the team at the base of the Sister Ray, directly in the path of Heidegger and Scarlet's new toy.

BOSS FIGHT: PROUD CLOD

Proud Clod is composed of two parts: armor and body. Your first target should be the armor (the lower target). After destroying this, you'll cause more damage to the body. Proud Clod has more attacks than you can imagine. The most powerful ones are its side guns (500 to 1500) and the Beam Cannon



Proud Clod	MORPH	STEAL	ATTACKS
	N/A	N/A	Worst Lanes, Machine Guns, Multiple Jammers, Beam Cannon
Area—Midgar	LVL 53		☞ Norm
	HP 60,000		☞ Norm
	MP 320		☞ Norm
	EXP 7000		☞ Norm
	GH 10,000		☞ Norm
	AP 1000		☞ Norm
			☞ Norm
	Stp	Res	Con
	Blk	Pos	Par
	Stl	Shr	Trk
	SS	Max	Sh
			Ing

(1000 to 1500 against everyone). Watch out for the Rainbow Ray—it doesn't cause any damage, but it does cast **Reflect** on one of your characters. If this happens, use **DeBarrier** to eliminate the spell so you can heal and protect that character normally.



You can normally set up with **Wall**, **Regen**, and **Haste** and then use attacks against Proud Clod that will damage both sections. **Slash-All** works well as do most summon spells. In the end, the battle is likely to become a slugfest. Of course, you could just cast **Knights of the Round** once and call it a day. You receive the **Ragnarok** for winning the battle.

Continue onward and scale the stairs to reach the Sister Ray. Check all the chests on the way up. Barret's ultimate weapon, the **Missing Score**, is in one of them.




BARRET'S ULTIMATE WEAPON: THE MISSING SCORE WON'T BE THERE UNLESS BARRET IS IN YOUR PARTY.

At the top, the party finds Hojo busy overloading the Sister Ray. He's not about to give in, but he's more than happy to show off his Jenova powers.

Boss #1: Hojo

This can be the quickest of the three fights. Concentrate your attacks on Hojo and leave his Capsule companions alone, because they'll regenerate if you kill them. Cast **Haste** on the entire party and use **Deathblow** and strong magic attacks to knock out this Boss.




Hojo	MORPH	STEAL	ATTACKS
	N/A	N/A	Capac
	LVL	34	ψ Norm
	HP	11,000	⊗ Norm
	MP	120	f Norm
	EXP	2000	▲ Norm
	GH	2200	✕ Norm
	AP	150	⊕ Invol
			≈ Norm
			⊙ Norm
			↑ Norm
	Sp	Res	St
	Def	Par	Str



Boss #2: HELLETIC Hojo

Take out Helletic Hojo's right arm immediately, because its hit points are lower than the rest of Hojo's body. Hojo may later regenerate this arm, but it's what causes most of the damage. Helletic Hojo can also cast **Sleepel** and **Confu** on one of the party members, but it's not much of a threat. After the right arm is destroyed, focus on the torso section. You can kill Helletic Hojo without ever attacking the left arm.



Helletic Hojo	MORPH	STEAL	ATTACKS
	N/A	N/A	None
	LVL	55	ψ Norm
	HP	26,000	⊗ Norm
	MP	260	f Norm
	EXP	0	▲ Norm
	GH	0	✕ Norm
	AP	0	⊕ Invol
			≈ Norm
			⊙ Norm
			↑ Norm
	Sp	Res	St
	Def	Par	Str



BOSS #3: LIFEFORM-HOJO


Lifeform
Hojo

Area—Midgap



MORPH	STEAL	ATTACKS
N/A	N/A	Combo, Tactics
LVL 58		⚡ Norm
HP 30,000		☼ Norm
MP 100		† Norm
EXP 25,000		♣ Norm
GIL 6000		X Norm
AP 2500		Q Inval
		≈ Norm
		◎ Norm
		↑ Norm

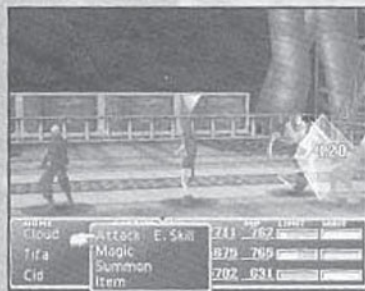
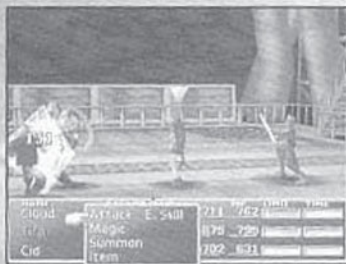
This Hojo form has super-fast attacks that cause close to 500 points of damage each, plus it can cause negative status effects. Its Combo attack launches several of these punches against one or more opponents. If it attacks a character equipped with a **“Counter Attack” Materia**, each punch can be countered. So try equipping one of your characters with as many Counter Attacks as possible. If you're using Barret and the Missing Score, he can



quickly kill this Boss by simply counter attacking if he has at least three "Counter Attack" Materias equipped.

Hojo uses a lot of status effects and spells that can hit the entire party at once. Keep **Esuna** ready or you may find your entire party poisoned, silenced, slowed, or put to sleep. You may want to set up **Wall** and **Regen** at this point in the fight, but **Regen** is really too slow to be of much help. This is also the best time to use your strongest spells and summons. **Gravity** is the only thing that doesn't affect Hojo. You'll pick up a **Power Source** for winning this battle.

At this point, Shinra is defeated and nothing is left to stop the team from battling Sephiroth.



WARNING!

AFTER ENTERING THE NORTH CAVE, IT BECOMES DIFFICULT TO LEAVE. THE PATH TO SEPHIROTH IS EXTREMELY LONG AND TOUGH. IF YOU HAVEN'T COLLECTED EVERYONE'S ULTIMATE WEAPONS AND LIMIT BREAKS, TRIED CHOCOBO BREEDING, OR COLLECTED THE ULTIMATE SUMMON (KNIGHTS OF THE ROUND), YOU SHOULD REENTER THE HIGHWIND AND DO SO NOW.

MANY OF THESE SIDE QUESTS WILL LEAD YOU TO HIGH-POWERED ITEMS AND MATERIA, WHICH CAN MAKE A HUGE DIFFERENCE IN THE BATTLES TO COME. OF COURSE, THIS IS ALL OPTIONAL, BUT THE FINAL FANTASY SERIES IS ALL ABOUT FUN AND DISCOVERY.

I STRONGLY URGE YOU TO AT LEAST CREATE A SAVE GAME OUTSIDE OF THE NORTH CAVE SO THAT YOU CAN LATER RETURN AND TRY ALL THE THINGS YOU MAY HAVE MISSED. BUT MOST OF ALL, JUST HAVE FUN.

A FEW MORE THINGS To Do

The following list of things to do is completely optional. If you're not interested, skip ahead to the Crater and go get Sephiroth. However, for the rest of you, you'll find lots of hidden items and you'll be much better prepared for the final battles.

LEVEL 4 LIMIT BREAKS

You'll definitely want to get everyone's Level 4 Limit Breaks before you take on Sephiroth. Check the following list to make sure you have them all.

Cloud—Omnislash

The Omnislash can be obtained at the Battle Arena in Wonder Square. You'll need to earn 32,000 Battle Points to get it.



Barret—Catastrophe

Return to North Corel and speak with the lady in the middle house on the west side of town. She'll give you Barret's Level 4 Limit Break, Catastrophe.



Tifa—Final Heaven

Return to Tifa's house in Nibelheim and play that famous tune on her piano while she's in your party. (Do-Re-Mi-Ti-La Do-Re-Mi-So-Fa-Do-Re-Do) She'll find it in some sheet music on the piano.



Yuffie—All Creation

Defeat Godo inside the Pagoda of the Five Gods in Wutai and Yuffie will be given her Level 4 Limit Break.



Cid—Highwind

Use the submarine to visit the crashed Gelnika off the shore of the Gold Saucer. You can find the Highwind in the cargo bay.



Red XIII—Cosmo Memory

Open the safe inside the mansion at Nibelheim, and then defeat Lost Number to win Red XIII's Level 4 Limit Break.

Vincent—Chaos

Use the submarine to take Vincent back to Lucrecia's Cave. He'll find his Limit Break there if you visited the cave during the second disc.



ULTIMATE WEAPONS

Next you'll want to ensure that you've collected everyone's ultimate weapon. You can only get some of these weapons at specific times, so you may have already missed out if you weren't following the text.

Cloud—Ultima Weapon

Defeat Ultimate WEAPON and it will cough up the Ultima Weapon. Keep reading to find out how to chase down this behemoth.



Barret—Missing Score

If you didn't pick up this one during your second visit to Shinra HQ, you're out of luck! It was on the stairs of the Sister Ray.



Tifa—Premium Heart

Get the Sector 5 Key from Bone Village and then return to Midgar. Check the broken-down item vending machine in Wall Market to find Tifa's best weapon.



Red XIII—Limited Moon

After taking Bugenhagen to the Ancient City, return to Cosmo Canyon with Red XIII in your party. Then pay a visit to Bugenhagen to get Red XIII's ultimate weapon, Limited Moon.



Cait Sith—HP Shout

Once again, if you didn't pick up this one during your second visit to Shinra HQ, you're out of luck! It was in the employee locker room on the 64th floor.

Yuffie—Conformer

You can find this one in the crashed Gelnika's generator room. It's in a hidden chest located on the bottom floor in the north-west corner.

Cid—Venus Gospel

After the rocket in Rocket Town launches, talk to the old man outside the Item Shop; he's the one who's been so obsessed with the rocket. If you speak with him several times, he'll eventually give you Cid's ultimate weapon, the Venus Gospel.

Vincent—Death Penalty

Use the submarine or a Gold Chocobo to take Vincent back to Lucrecia's Cave. If you visited here during the second disc, you'll get Vincent's ultimate weapon, Death Penalty.



ULTIMATE WEAPON



During the third disc, you can chase down Ultimate WEAPON. Defeating it means you get Cloud's ultimate weapon, plus you'll gain access to the Ancient Forest near Cosmo Canyon.

Ultimate WEAPON will be hovering over the lake near Junon. To enter combat against it, fly up to it. Fight it as you've fought most Bosses up to this point: Put up a **Wall/Big Guard** and keep the party healed. Then pummel the creature with your strongest spells, summons, and attacks. After sustaining

a few thousand points of damage, Ultimate WEAPON will fly off just as it did in Mideel.



STEAL A LOT:
DURING EACH
BATTLE WITH
ULTIMATE
WEAPON, YOU
CAN STEAL A NEW
RING.



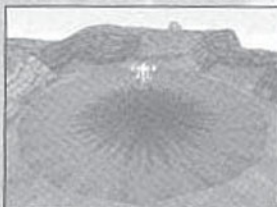
Chase the beast with the Highwind and stay on its tail until it hovers over another location. Its favorite spots seem to be Nibelheim, Midgar, Mideel, and Cosmo Canyon. As soon as it stops, enter combat again. You can ram it with the



Highwind without taking damage. In fact, it causes the Ultimate WEAPON to find a new target more rapidly.

Ultimate WEAPON can't heal itself after a battle and will eventually head for Cosmo Canyon, its final resting place.

After defeating it at Cosmo Canyon, it plummets to the planet, destroying a large portion of the canyon. For defeating it, you receive the **Ultima Weapon**, Cloud's ultimate weapon, and you can now reach the Ancient Forest through the destroyed area.



SHADOW FLARE:
GETTING THIS SKILL TAKES A LITTLE PLANNING. WHOEVER LANDS THE FINAL BLOW AGAINST ULTIMATE WEAPON GETS HIT WITH SHADOW FLARE. YOU JUST NEED TO MAKE SURE THAT PERSON IS WEARING YOUR FAVORITE "ENEMY SKILL" MATERIAL.

ANCIENT FOREST

ENEMIES:

Diablo
Rilfsak
Epiolnis

ITEMS:

Supershot ST
Spring Gun Clip
"Slash-All" Materia
"Typhoon" Materia
Minerva Band
Apocalypse
Elixir



The Ancient Forest is just east of Cosmo Canyon. You can't reach it until you either defeat Ultimate WEAPON, or you've bred a Gold Chocobo.

The earlier you can get here, the more worthwhile the items are. For example, Cloud can obtain his

Apocalypse sword here, but if he already has his ultimate weapon, the Ultima Weapon, the Apocalypse loses some of its luster.

The Ancient Forest is one huge puzzle where you must figure out how to use the frogs, insects, and other items to get through the path. You can pick up frogs and insects and move them to various locations. Placing them in the right spot initiates an interaction with something. Insects can be used to close pitcher flowers and to lure out frogs. Frogs can shut pitcher flowers, and then launch you to new areas as they bust out.

INSECTS

When placed in a pitcher flower, the flower shuts and creates a step or bridge. The flower reopens after digesting the insect; the insect will no longer appear in that area. Insects can also be sacrificed to lure a frog out of a hollow tree. When a flower or a frog eats an insect, it won't reappear until you leave and reenter the area.

FROGS

You can place frogs in pitcher flowers just like insects, but the flowers can't digest frogs. After a few seconds inside a flower, the captured frog bursts out. If Cloud is standing on the flower when the frog breaks free, he gets catapulted to areas he may not normally be able to reach.

BEEHIVES

Throwing a beehive into a mutant flytrap is the only way to get the flytrap to shut its jaws. Unlike frogs and insects, beehives remain inside flytraps until you leave the area.

PITCHER FLOWERS

Pitcher flowers can capture insects and frogs inside their petals. While holding a victim, the flower's lid creates a step or bridge that Cloud can use to reach far-off areas. Insects are eventually digested and removed from the area, but frogs jump out of the flower after a few seconds.

MUTANT FLYTRAPS

These snapping flowers can injure Cloud and his companions. Most of the time, you can work your way around or over a flytrap, but sometimes you'll need a beehive to shut its yap.

STAMEN

You can use the springy, pink stamen to fling Cloud to a different area or a higher ledge. They're often the best way over an obstacle.

HOLLOW TREES

By placing an insect in front of a hollow tree, you can lure out a frog. Each tree only contains one frog.

AREA 1



Pick up the three insects near the start and move them all to the area near the pitcher flowers. After you gather them, place each one in a pitcher flower to make a bridge to the other side. You must place one insect in the pitcher flower and then stand on the closed pitcher flower to place the next insect. To get the item from the mutant flytrap, approach it from the right and barely step on it. You should be able to pick up the **Supershot ST** without alarming the flytrap.



AREA 2

Pick up an insect and then jump to the high ledge. Lay the insect down on the left so that it jumps into the pitcher flower. If a frog eats the insect, place the frog into the pitcher flower and use the "flower bridge" to reach the opposite side.

Once across, pick up the nearby frog and put it into the left pitcher flower. Then stand on top of the flower until the frog pops out. The resulting force throws Cloud onto the high ledge to the left, where he can pick up a large beehive. Take the beehive and set it just to the left of the mutant flytrap, which should cause it to pop into the middle of the flytrap.



causing it to shut. You can now grab the **"Slash-All" Materia** on the right side of the flytrap. Pick up the frog again and put it in the right pitcher flower;

and then have Cloud stand on the flower until he's thrown to the right.

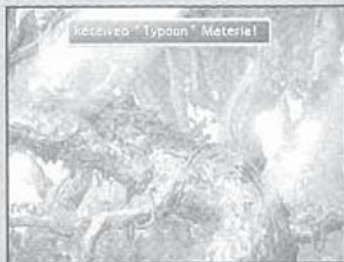


AREA 3

Pick up the two insects and place them in the pitcher flowers so Cloud can reach the springy stamen. This puts him deep in the forest's canopy. Follow the limbs up and all the way to the right to find the **"Typhoon" Materia**.

Go back all the way to the left and climb down the limb to Area 2 and to the item that was previously inaccessible, the **Minerva Band**. To return to Area 3, you need to hop down and use the frog trick again.

Make your way back to the treetops and go about halfway to the right. Walk behind the broken limb just before the three springy stamens to find a path that leads back down to Area 3.



Place an insect in the open pitcher flower to reach the beehive. Put the beehive in the mutant flytrap the same way you did in Area 2, and then use the second insect to reach the left area again. Grab an insect and put it in front of the hollow tree to lure out a frog. Leave the frog for a moment and go grab the

other insect in this area. Place that insect in the pitcher flower to the right, and then grab the frog and hop back to the right side.

Run to the right and set the frog down near the rightmost pitcher flower so that it jumps inside. Stand on the flower until the frog bursts out to send Cloud flying toward the cave on the right.

AREA 4

There are no puzzles inside the cave, just a couple of easy-to-find items (**Apocalypse** and **Elixir**). Exit the top of the cave to leave the forest.

SPECIAL CINEMA

After Cloud finds himself, visit the basement at Shinra Mansion again (in Nibelheim). Upon entering the library area, you'll flash to a special cinema that explains how Cloud ended up back at Midgar with Zack's sword in his hand and why he decided to become a mercenary.

THE AMERICAN CREATURES

The two creatures added to the American version of *Final Fantasy VII* are quite possibly the game's greatest challenge. Those players with enough guts and power to destroy the two new WEAPONS will receive two very valuable prizes.

EMERALD WEAPON

The first of the new creatures roams the ocean floor and makes its first appearance when the team acquires the submarine. You'll want to avoid this creature early on, because your party simply won't have any chance of destroying it. Only after you've acquired the Final Attack, Knights of the Round, Mime, W-Summon, and Mega All Materias can you put up a decent fight.

So how tough is Emerald WEAPON? Its basic attack causes about 7000 points of damage, so it can immediately knock out a character. Once its smaller lasers open, it can hit the party with eight consecutive attacks. Four of the attacks cause about 3000 to 4000 points of damage. The other four drain about 300 to 500 MP with each hit. To compound matters even more, it can also hit the team with its super weapon that causes 9999 points of damage to each character. As far as HP goes, the Emerald WEAPON has around 700,000 hit points and you have only 20 minutes to destroy it.

First, collect the "Underwater Materia" before you head into this battle. Having it equipped eliminates the 20 minute time limit and makes the fight much easier. You'll need a lot of HP and MP to put up a decent fight. Mastered Materia are a must—you'll want to use each of your Materia as much as possible. Try using W-Summon to cast two Knights of the Round and make sure each member of your party is equipped with Mime. If they can mime the summons, you can cast an endless chain of Knights of the Round until the creature dies. Also, equip as many characters as possible with the **Final Attack-Revive** Materia or **Final Attack-Phoenix** combination. This will help if the creature uses its ultimate attack or just gets in a lucky shot. Have lots of Turbo Ethers, Elixirs, X-Potions, and Megalixirs on hand, because Emerald WEAPON can drain your MP quickly. If you win the battle, you'll receive the **Earth Harp**. On its own it's not much, but you can trade it in at Kalm for some incredible prizes. (Check the "Kalm Traveler" section for more details.)

RUBY WEAPON

Ruby WEAPON appears after Ultimate WEAPON has been destroyed. You'll find it peeking out of the sand surrounding the Gold Saucer. To initiate combat, fly into its head and it will surface.

At the beginning of the battle, unless the WEAPON's claws are buried in the sand, its torso is invulnerable. Attacking it at such a time prompts Ruby WEAPON to use its quicksand attack, which instantly eliminates a member of your party. Typically, Ruby WEAPON uses this attack twice, cutting your party down to one. This, of course, makes the battle much tougher. So your first challenge is to equip a character with your best Materia in hopes that Ruby WEAPON won't suck that character into the sand. Otherwise, you probably won't be able to defeat it.

Try equipping your chosen character with his/her ultimate weapon and a Ribbon. You need the ultimate weapon to inflict heavy damage, plus the Ribbon will protect the character from the plethora of negative status effects that the WEAPON's claws cause. Also, give that same character the **Final Attack-Revive** Materia combination and an **HP Plus** and **MP Plus** Materia if the character's HP and MP aren't naturally maxed out. You'll need to waste a slot and give your character a **Time** Materia so you can perform Haste on him/her at the beginning of the battle. Finally, you'll want to give your character **W-Summon** and **Knights of the Round**, and possibly **Bahamut**

ZERO—Quadra Magic combination. If you have any leftover slots, you can fill them with **Counter Attack** Materia, which speeds up the battle.

Once Ruby WEAPON buries its claws, hit them at full force—use W-Summon and either the Quadra Magic-Bahumat ZERO combination or Knights of the Round. Aim one summon spell at the claws and the other at Ruby WEAPON'S body. This typically prompts Ruby WEAPON to retaliate with Ultima, which isn't a problem if you're willing to use an Elixir or an X-Potion to quickly heal your character. Once Ruby Weapon pulls back its claws, you can cause a small amount of damage to its body. However, you'll also have to deal with its constant attacks. Its favorite attack tends to be Comet 2, which can take a 9999 HP character down to under 2000. At this point, the battle now becomes one of stamina. Just let Ruby WEAPON attack, and then use an Elixir if your character needs both HP and MP, or an X-Potion if your character's MP is full.

Eventually, Ruby WEAPON will run out of skill points and won't be able to use Comet 2 anymore. At that point, you can begin attacking it with Knights of the Round when its claws aren't in the ground. You also won't have to worry about its Ultima counterattack. Just remember to keep your HP and MP up at all times and have patience: This battle will take close to 30 minutes to complete!

For winning the battle, you receive the **Desert Rose**. It may not seem like much at first, but you can trade it in at Kalm for a cool prize. (Check the "Kalm Traveler" section for more details.)

KALM TRAVELER

Check the top floor of the rightmost building in Kalm. Inside you'll find a man who's completely content with the world. However, once Meteor is summoned and the WEAPONS are attacking, the man will become discontented. At this time, he'll begin searching for three items: the Guide Book, Earth Harp, and Desert Rose. Bringing him any one of these items will prompt him to reward the party.

The Guide Book is located in the Underwater Reactor, but it's not in a treasure chest. To get it, you need to Morph a creature called the **Ghost Ship** to pick up the item. You can usually find this creature in the tunnels along the ocean floor. Take the item back to the traveler and he'll give you the **Underwater Materia**. This item eliminates the 20 minute timer in the fight against Emerald WEAPON.

The **Earth Harp** and the **Desert Rose** are prizes for defeating the two new weapons. You'll receive the Earth Harp after defeating Emerald WEAPON, and you receive the Desert Rose for defeating Ruby WEAPON. Take the Earth Harp back to the traveler and he'll give you the Master Summon, Master Magic, and Master Command Materias. In exchange for the Desert Rose, the traveler will give you a not-so-fast Gold Chocobo.

MASTER MATERIA

If you master all of the Materia in a single group, revisit Bugenhagen's planetarium and examine the Huge Materia that matches the category you've mastered. By doing so, you will receive the Master Materia for that group. In effect, Master Materia equips you with all—or almost all—of the spells, summons, commands, or effects from that group. For example, the Master Summon Materia equips you with every summon spell and enables you to use each of them an unlimited number of times, provided that you have the MP to do so.

ALL LUCKY 7's

Any character whose hit points are reduced to 7777 after an attack receives the All Lucky 7's effect. When this occurs, the character goes into a mad rage and begins attacking the enemy non-stop, landing a hit for 7777 points of damage each time.

To get this effect, you must first get your character's HP over 7777. This means the All Lucky 7's effect can only happen to high-level characters or those equipped with several "HP Plus" Materia. You'll also need a lot of luck, because an enemy's attack must knock down that character to *exactly* 7777 HP. It can happen, but it's not likely to occur when you'd like it to. Also, after any battle where a character's Hit Points are 7777, that character's HP is reduced to 1. What does this mean, you ask? You can't carry over the All Lucky 7's effect to another battle!

NOTE: IT MAY BE POSSIBLE TO KEEP THIS EFFECT IF YOU CAN FIND A WAY TO EQUIP YOUR CHARACTER WITH MATERIA THAT ALTERS THE CHARACTER'S HP LEVEL SO THAT IT'S EXACTLY 7777. SO FAR, I HAVEN'T FOUND A WAY TO DO IT, BUT THAT DOESN'T MEAN IT ISN'T POSSIBLE.

GOLD SAUCER

BATTLE ARENA

At the Battle Arena, one member of your party can participate in a series of battles to win Battle Points that can be exchanged for valuable prizes. The cost is 10 GP (not Gil) and there's very little risk.

The basic premise is simple. The chosen fighter can fight up to eight random encounters of increasing difficulty. Any damage or negative effects from a previous fight are carried over to the next fight. After any win, the player may choose to continue or stop. If the player stops, he/she receives any Battle Points collected up to that point. Should the player choose to go on, your fighter is hit with a random effect, chosen via a one-reel slot machine.

NOTE: FIGHTERS AREN'T ACTUALLY KILLED IN THE BATTLE ARENA. EVEN IF THEY'RE DEFEATED, THEY LEAVE THE ARENA WITH EXACTLY THE SAME AMOUNT OF HP AND MP WITH WHICH THEY ENTERED.

Before giving it a try, equip some of the following Materia and equipment. Equip a powerful weapon with plenty of Materia slots and choose armor that drains or blocks magic effects (Tetra Elemental is particularly effective). The Ribbon is the must-have accessory for the Battle Arena. It can stop any negative effects monsters might try to lay on your fighter. It can even prevent some of the slot machine effects like Poison, Frog, and Mini.

Equip Materia slots with the essentials, including Restore, Time, Barrier, and Counter. Counter Attack and Counter come in handy, as do Deathblow and Mega All. These enable you to inflict as much damage as possible with every attack. The more Counter Attack Materia you equip, the more times your fighter can take advantage of an enemy's attack. Also, equip the Added Effect—Contain combination to your weapon. This will Stone a lot of your enemies before the battle gets underway.

The Final Attack—Revive combination will save you if the enemy manages to overcome your fighter. Also, drop any "All" Materia that aren't combined with an attack Materia. It won't do any good to have a spell like Cure—All when there's only one person in the battle.

The effect of the slots can make or break any battle. Most aren't too serious, but a couple can really hamper your progress. In some ways, the worst effects are the most beneficial because they bump up your battle points. Here's a quick glimpse at all the effects and what they do.

All Materia Broken

All the Materia you have is disabled, but your HP rises quickly.

Command Materia Broken

All Command (yellow) Materia is disabled and all extra commands are lost.

Independent Materia Broken

All Independent (purple) Materia is disabled.

Support Materia Broken

All Support (blue) Materia is disabled.

Summon Materia Broken

All Summon (red) Materia is disabled.

Magic Materia Broken

All Magic (green) Materia is disabled.

Mini

Fighter is shrunk at the beginning of the next battle.

Frog

Fighter is transformed into a frog at the beginning of the next battle.

Poison

Fighter is poisoned at the beginning of the next battle.

Speed

Fighter's speed is reduced to half of current speed.

Sword Broken

Fighter's sword is broken; base strength is used to determine damage done.

Armor Broken

Fighter's armor is broken; base defense is used to determine resistance to attacks.

Accessory Broken

Fighter's accessory is broken and its effect is lost.

Item Command Sealed

Fighter can no longer use items during battle.

HP

Fighter's maximum HP cut in half.

MP

Fighter's maximum MP cut in half.

HP & MP

Fighter's maximum HP and MP cut in half.

Zero MP

Fighter's current MP reduced to zero.

10 Levels Down

The fighter's level is reduced by 10, which causes a loss in statistics.

5 Levels Down

The fighter's level is reduced by five, which causes a loss in statistics.

Time x30 Damage

Fighter loses HP equal to the time in the fighter's time bar at the end of the last battle times thirty; doesn't kill the fighter.

Cure

Fighter is fully cured at the beginning of the next battle.

Lucky 7

Fighter receives no handicap.

The maximum amount of BP you can have at any one time is 64,000, which is enough to exchange for the best item. Spend any points you collect *before* you leave the Battle Arena or you'll lose them all. You can exchange your points for the following items: **Remedy 100**; **"Enemy Lure" Materia 250**; **Right Arm 500**; **"Pre-Emptive" Materia 1000**; **Regan Greens 2000**; **"Speed Plus" Materia 4000**; **Stardust 8000**; **Championship Belt 16,000**; **Omnislash 32,000**; **"W-Summon" Materia 64,000**

After collecting 64,000 Battle Points, you're offered the chance to compete in the special battles. However, you must have also purchased the Omnislash and the "W-Summon" Materia. This is a tougher fight, but there are different prizes to win. The prizes include: "Final Attack" Materia, Gambler, Masamune Blade, Combat Diary, and Autograph

CHOCOBO RACING

There are lots of great items to obtain at the Chocobo Races. Most of them are only available to those lucky enough to pick a winner in an S-class race. This class isn't available to just anyone; you won't get the chance to try it until you've become a full-blown Chocobo jockey.

Picking a winner isn't easy. You must factor in each Chocobo's top speed, stamina, attitude, and the skill of the jockey. Stamina seems to be the most important attribute, but a poor jockey can run even the best Chocobo into the ground. You should wait until you actually participate in Chocobo races before trying to get the really good items. Otherwise, you'll end up spending a lot of Gil that could instead be used to breed your own championship-quality Chocobo.

SPEED ARENA

A game of fast reflexes—shoot the various moving targets to gain points. Collect 3000 or more points for a prize. Do extremely well and you'll receive the Umbrella in disk 1, or the Flayer in disk 2. Keep the power of your laser up. Don't press the "shoot" button too long—it makes it weak. Use short multiple blasts, or in gamer terms, just tap it really fast. Of course, you can use a turbo controller to really crank up your score.

Targets range in value from 30 to 70 points. There is one very special target that is worth 1000 points. The item is the large UFO near the end of the course. Just keep the crosshairs on the UFO and keep the laser's power up. You can pick up 200 points in the desert by shooting the yellow boulder on top of the canyon wall.

Here are the targets and their approximate point value listed in the order of appearance:

Ghost 40; Cactus 30-50; Blue Plane 50-60; Jet Plane 50-60; Yellow Boulder 200; Yellow Ship 60; Paddle Wheel 1; Star 40; Icicle 40-50; Spiny Ball 70; Balloon 30; Big Balloon 70; Lil' UFO 60; Zeppelin Engine Unknown; Rocket 50; Lava Rock 70; Chopper 40-50; Big UFO 1000; Spotlight 200.

WONDER SQUARE

There are lots of games to play at Wonder Square. Some are versions of the mini-games you played while working your way through FF7, but most are totally unique.

Arm Wrestling Mega Sumo—Cost: 100 Gil; Difficulty Levels: 2

Arm wrestle one of two opponents to win a small amount of Gil. The Sumo Wrestler is easier than the Wrestler, but both opponents are fairly easy to defeat. Quickly tap the [Enter] button until you pin your opponent's arm. You get 1 Gil for defeating the Sumo; 2 Gil for defeating the Wrestler.

Super Dunk—Cost: 200 Gil; Difficulty Levels: None

Hold the [Enter] button for less than a second to charge your shot, and then release. When charged correctly, you'll score a basket and get to shoot again. If you miss, the game ends and you receive 1 Gil for each basket scored. You get to continue shooting until you miss, so the amount of Gil you receive depends upon your own abilities. If you score 10 in a row, you'll get the opportunity to play Double Chance. If you make the shot, you'll double your GP, but if you miss, your GP drops back down to 1 and your game ends.

Wonder Catcher—Cost: 100 Gil; Difficulty Levels: None

This is the simplest game at Wonder Square. Deposit 100 Gil and you'll either receive a small amount of GP, a Potion, or nothing. This is the biggest waste of Gil in the arcade.

3D Battler—Cost: 200 Gil; Difficulty Levels: Increasing

This fighting game plays a lot like "paper, rock, scissors." You pick an attack and your opponent picks an attack. If the attacks are the same, no one takes damage. If one player's attack beats the other's attack, the losing player takes a hit. The first person to deliver 10 successful hits to his opponent wins. The attacks are:

[Enter] = Upper body attack; Beats Low, Loses to Mid, Ties Upper

[Ins] = Mid portion attack; Beats High, Loses to Low, Ties Mid

[Del] = Lower portion attack; Beats Mid, Loses to High, Ties Low

Fortune Telling—Cost: 50 Gil; Difficulty Levels: N/A

Okay, this isn't really a game. But for 50 Gil, you get a small glimpse into the future. Don't play this several times on the same visit, because your fortune won't change until you leave that section of Wonder Square.

Mog House—Cost: 100 Gil; Difficulty Levels: N/A

To help Mog fly, you give him Kupo nuts. If you don't feed him enough, he won't have the strength to fly; if you feed him too many, he'll fall on his little Mog bottom. So how many is just enough? Follow Mog's reactions. If he's still hungry, he'll make a little grumbling noise and rub his tummy. If he's had enough, he'll squeak and jump into the air. Stop feeding him at this point and he should fly without any trouble. To make it easier, feed him five the first time and three the second time.

Bonus! After defeating Mog House, talk to the guy behind you. In appreciation of your fine puzzle-solving skills, he gives you 30 GP. Not too shabby!

G Bike—Cost: 200 Gil; Difficulty Levels: N/A

You can access this game the first time you enter the Gold Saucer. Enemy bikers chase a little blue truck. You must protect the truck by knocking down enemy bikers. There are two types of Bikers: Red and Orange. The Orange Bikers are decent riders, but they tend to dive right in without thinking. The Red Bikers pose a much larger threat. Instead of coming towards you, they run from you. The real danger here is that the Red Bikers tend to draw you away from the truck, which enables the other Bikers to cause some damage while your attention is diverted.

Stay close to or behind the truck and hit the enemy bikers as they approach. If one gets past, don't go after him *unless* he attacks the truck. If he backs off, don't chase him—make him come to you. It's possible to push over enemy Bikers with your hog, but it's much slower than using your sword. You can also topple enemy Bikers using the "domino effect." If you knock over a Biker in front of another enemy, it causes them to collide. Bikes are worth 500 points each, but each time the enemy hits the truck, you lose 25 points. If you do well you'll receive a small amount of Gil, but if you do really well you'll receive a decent amount of Gil and an item.

Snowboarding Game—Cost: 200 Gil; Difficulty Levels: 3

There are three snowboarding courses Beginner, Expert, and Crazy. The challenge increases by adding additional obstacles, increasing the speed, and tightening the turns. Throughout the course, there are balloons (Red balloons are worth one point, Blue are worth three, and Green are worth five).

You get technique points according to how well you perform. If you make it through the course without hitting a wall, you receive a perfect score. Not all things deduct points; for example, you can hit a Mog while it's on its sled and not lose points, but if you hit it after it's fallen off its sled, you lose one point. Do well on a course and you'll pick up a little GP and an item.

TIP:
FIND A YELLOW
BALLON AT THE
BEGINNING OF THE
COURSE AND
YOU'LL ENTER TIME
ATTACK MODE. SET
THE RECORD, AND
THEN TRY TO TOP
YOUR SCORE AS
YOU RACE THE
MOG GHOST.

Torpedo Attack—Cost: 200 Gil; Difficulty Levels: 5

This game isn't available until after you've stolen your own submarine and fought with a Shinra submarine. Before the game begins, you're given five choices. You can either reenact the battle at the underwater Mako Reactor or you can choose from four original levels. The levels get progressively harder by increasing either the amount of enemy subs or the ability and toughness of the enemy commanders. The amount of GP you receive is the same regardless of the difficulty level.

During a battle, you can shoot as many as four torpedoes at a time. Try to lock onto your target and unload the whole group, which is normally enough to take out an enemy sub. On higher levels, however, it takes a few more shots. Missiles have a relatively short range, so get close before opening fire. If the enemy gets a lock on you, speed up and dive deep. This will normally shake the torpedoes off your tail.

Mines are the small polygons on top of the square columns. You can pass through the columns without taking damage, but don't go too high. Be careful when you enter the sonar screen—you don't want to accidentally hit a nearby mine!

Use your sonar to help better prepare for what lies ahead and to help relocate the enemy submarines. If you lose track of an enemy on the sonar, exit and reenter the sonar screen. It's faster than waiting for the next sonar pulse. For winning a battle, you receive 20 GP and an item.

GP EXCHANGE

When you have a decent amount of GP, you can exchange it for a prize with the girl near the entrance to Wonder Square. Remember: The higher the cost, the better the item.

Potion 1 GP; **Ether** 20 GP; **X-Potion** 80 GP; **Turbo Ether** 100 GP; **Gold Ticket** 300 GP; **Carob Nut** 500 GP; **Gil Plus Materia** 1000 GP; **EXP Plus Materia** 2000 GP

GIL EXCHANGE

A man who can exchange Gil for GP at a rate of 100 to 1 will sometimes appear next to the little house at the back of the Gold Saucer's ropeway station. He's not always there, but if you enter and exit the Gold Saucer several times, he should appear. It may take awhile so be patient.

THE FINAL CONFRONTATION

ITEMS:

Save Crystal
Guard Source (x3)
Mind Source (x2)
Magic Source
Elixir
"HP Absorb"
Materia
Power Source (x2)
Hero Drink
Megalixir

ENEMIES:

Gargoyle
Dark Dragon
Scissors
Parasite
Master Tonberry

At the start you'll notice a cave, which is your way back to the Highwind just in case you need to return for anything.

Also, take note of the first chest, because inside is a very important item—the **Save Crystal**.



CREATING A SAVE POINT:

THERE ARE NO SAVE POINTS WITHIN THE CRATER, BUT THE SAVE CRYSTAL ENABLES YOU TO CREATE A SINGLE SAVE POINT ANYWHERE YOU LIKE. KEEP THIS WITH YOU UNTIL OTHERWISE NOTED. CREATING THE SAVE POINT TOO FAR OUT CAN BE VERY FRUSTRATING.



DEATH'S DOOR: NEARLY EVERY

CREATURE IN THE CRATER HAS THE ABILITY TO INSTANTLY KILL YOUR CHARACTERS WITH EITHER A DEATH SPELL OR A SINGLE DEADLY HIT. TAKE LOTS OF PHOENIX DOWNS AND ETHERS TO RESTORE LOST CHARACTERS. YOU'LL ALSO WANT TO EQUIP AT LEAST ONE (PREFERABLY ALL) OF YOUR CHARACTERS WITH THE FINAL ATTACK-REVIVE OR FINAL ATTACK-PHOENIX COMBINATIONS. BY DOING THIS, YOUR CHARACTERS WILL BE INSTANTLY REVIVED IF BY CHANCE THE ENEMY CONNECTS WITH A LUCKY HIT.

Ready to go? Follow the twisting path into the crater. At the cliffs, take the right path down, and then climb back up the left. This enables you to collect the various items located along the path in the most efficient manner.



TWO ENEMY SKILLS: IN THE FIRST PART OF THE CRATER YOU'LL FIND TWO NEW ENEMY SKILLS. THE PARASITES YOU'LL ENCOUNTER CAN CAST LEVEL 5 DEATH. IT IS IMPERATIVE, HOWEVER, THAT YOU BE CAREFUL WHILE TRYING TO LEARN THIS ONE, BECAUSE IF YOUR CHARACTERS' LEVELS ARE MULTIPLES OF FIVE THE SKILL WILL KILL THEM. ALSO, MAKE SURE YOU GET THE DRAGON FORCE SKILL FROM A DARK DRAGON. BECAUSE DRAGON FORCE IS A SUPPORT SKILL, YOU'LL HAVE TO USE MANIPULATE TO GET THE DRAGON TO CAST IT ON YOUR PARTY. BY THE WAY, YOU CAN ALSO PICK UP MAGIC BREATH AND LASER FROM THESE ENEMIES IF YOU MISSED THEM EARLIER.

When you first enter the next area, go to the left and explore the cave. You'll need to return to the top and take the right path to actually access to the next area.

You meet up with the rest of the group here and get the chance to split the entire party in two.



Eventually, you'll want to explore both sides, but for now you must pick a side. This is a decent spot for the Save Point, but you may prefer something closer to Sephiroth.

DON'T GO ALONE: BE CAREFUL WHICH WAY YOU SEND YOUR CHARACTERS. ONLY THOSE SENT DOWN THE SAME PATH WITH CLOUD CAN JOIN HIM UNTIL YOU REACH THE CRATER'S CENTER. SO MAKE SURE YOU SEND TWO CHARACTERS DOWN THE PATH YOU COMMIT CLOUD TO.

Each character will deliver an item to Cloud once he reaches the base of the crater. However, any characters sent down the same path as Cloud won't pick up an item, because the game leaves them there for Cloud to find. The following is a list of the items each character will collect when sent down a path other than the one Cloud decides to travel.

CHARACTER	RIGHT PATH	LEFT/UP PATH	LEFT/DOWN PATH
Barret	Guard Source	Vaccine	Remedy
Tifa	Mythril	Hero Drink	Turbo Ether
Red XIII	Mind Source	"Shield"	Speed Source

CHARACTER	RIGHT PATH	LEFT/UP PATH	LEFT/DOWN PATH
Yuffie	Megalixir	"Counter"	Vaccine
Cait Sith	Elixir	Remedy	X-Potion
Vincent	Megalixir	Magic Source	"Mega All"
Cid	Speed Source	Imperial Guard	Elixir

NOTE:

IF YOU SEND CLOUD DOWN THE RIGHT PATH, ANY CHARACTERS SENT TO THE LEFT WOULD ARRIVE WITH EITHER THE ITEM FROM THE LEFT/UP OR LEFT/DOWN PATHS.

THE RIGHT PATH

ITEMS:

Mystile
Elixir
Speed Source
Tetra Elemental
Megalixir (x2)
Luck Source

ENEMIES:

Malboro
Death Dealer
Dragon Zombie
Parasite
Pollensalta

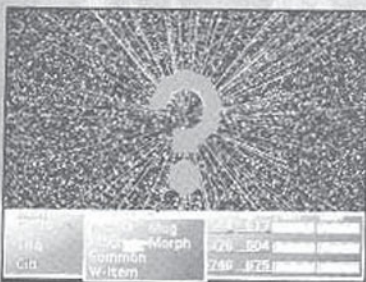
The right path is fairly easy. There are a lot of items to find and you avoid the Master Tonberry enemies. It's also the place to collect the final three Enemy Skills. Each enemy on the right path has an Enemy Skill, so it's also a good place to catch up if you've missed a few on your way through the game.

If you missed **Shadow Flare** during the battle with Ultimate WEAPON earlier in the game,

you'll be happy to know that the **Dragon Zombies** are packing this powerful attack along with the new **Pandora's Box** skill. Both skills are fairly easy to get.

If you can find a **Pollensalta**, you can force her to teach you the **Angel Whisper** skill. This powerful healing ability restores a character to full health and can even revive fallen comrades. You **MUST** use **Manipulate** to get Pollensalta to cast Angel Whisper.

The most frustrating task is learning **Death Roulette** from a **Death Dealer**. This skill randomly hits a character (even bad guys) with death. Therefore, it can take a long, long time to get Death Roulette to hit a character equipped with the "Enemy Skill" Materia. The



easiest thing to do is send Cloud down the right path by himself, making sure to equip him with the **Final Attack-Revive** combination. Although this improves the odds, it can make the fights tougher. You can also just kill off the two allies not equipped with an "Enemy Skill" Materia as soon as the battle begins. Just remember, the character hit with Death Roulette must be revived before the end of the battle or he/she won't learn the skill.

The other skills you can find here are Magic Breath, Level 5 Death (Parasite) and Bad Breath (Malboro). Find them if you need them.



THE LEFT PATH

ITEMS:

Turbo Ether (x2)
Speed Source
"Mega-All"
Materia
X-Potion (x2)
Vaccine
Remedy
Elixir
Remedy
Magic Source
Vaccine
"Shield" Materia
Imperial Guard
Hero Medicine
"Counter"
Materia
"W-Magic"
Materia

ENEMIES:

Behemoth
Master Tonberry
Allemange
Christopher
Gighee
Magic Pot
Armored Golem
Movers

The left path actually consists of two paths. The "Up" path takes you through some very natural-looking terrain; the "Down" path is a series of rocky ledges. Each path has great items, so make sure you explore them both.

NOTE: If you send Cloud down the left path with a character(s) that isn't in the main party, you'll get the chance to send the character(s) down either the "Up" or "Down" path when you reach the split.

LEFT/UP PATH

ENEMIES:

Christopher
Gighee
Master Tonberry
Magic Pot
Allemande

This is the more challenging path of the two. There are a couple of nasty enemies here, but you'll also find some valuable Materia.

The two toughest enemies are the **Master Tonberries** and the **Magic Pots**. Master Tonberry can kill a party member instantly by counter attacking with the **Everyone's Grudge** attack and can kill in one hit with its **Knife** attack. If you can kill Master Tonberry before it reaches the party, you can avoid the Knife attack, but always be ready to recover any fallen characters. If you're feeling brave, you can

Morph Master Tonberry into a **Ribbon**, quite possibly the best accessory in the game.

You'll notice that **Magic Pots** demand the party give them an **Elixir**. Until you do so, they're basically invincible, which leaves you with a decision to make. It's easy enough to run from them, however, you risk losing items because Magic Pots like to steal. If you can afford to throw away an Elixir or two, Magic Pots lose their invulnerability as soon as they get what they want.

In the second part of the path, you can go underwater next to the **"Shield" Materia** or next to the exit. This leads the party to the lone chest that until this point has seemed inaccessible.

There are two well-hidden Materia crystals in the third part of this path. The **"W-Magic" Materia** is located under the leaves near the top, and the **"Counter" Materia** is sitting inside the glowing area.



LEFT/DOWN PATH

ENEMIES:

Allemande
Armored Golem
King Behemoth
Master Tonberry

This path is super easy except for the **Master Tonberry** enemies roaming around. There are a lot of easy-to-find items and you can pick up the **????** Enemy Skill from a **King Behemoth**.

To get the **"Mega-All" Materia** near the bottom of the rocky path, press **[Enter]** just as Cloud lands on the step next to it. If not, he jumps right past it.



THE FINAL HOUR

ENEMIES:
Allemagne

When you reach the bottom of North Cave, talk to everyone on your team. They'll all hand over items they've located on their way to the bottom. This is also a great place to put the Save Crystal. If you have trouble with the final fights, you won't have to trek all the way back down to this point. Oh, it's also the last place you can use the Save Crystal... Imagine that! When you're ready, head down the center path.



As you progress toward the center of the planet, you're forced to fight several battles against Iron Men and Dragon Zombies. Both of these enemies could pass as Bosses in their own right, so take the necessary precautions.



HOLD ON! BEFORE YOU GO, YOU SHOULD EXPLORE THE TWO PATHS THAT YOU DIDN'T TAKE. AT THIS POINT, YOU SHOULD ALSO HAVE EVERY SPELL MATERIA, SO YOU CAN GET THE SPELL MASTER MATERIA IF YOU'RE INTERESTED. THERE'S NO TURNING BACK ONCE YOU ENTER THE FINAL AREA, SO MAKE SURE YOU'RE READY.

BOSS FIGHT: JENOVA-SYNTHESIS



When you reach the core, you'll enter battle against Jenova-SYNTHESIS. This Boss is one part torso and two parts arms. It's important that you enter this fight with **Slash-All** (having Mega-All equipped works the same) or attacks that can damage all three parts at one time. Doing so

enables you to knock out the weaker arms quickly. When the arms fall, focus on the torso. Begin the fight by setting up the usual defense of **Wall/Big Guard, Regen,** and **Haste**. This makes it easy to keep up your HP, plus it provides solid protection from Jenova's attacks. Watch out for Jenova's final countdown. After a count of five, it attacks the party with Ultima, causing lots of damage.

In the single team fight, you'll want to concentrate on Sephiroth's Left and Right Magics. Once these are destroyed, the Core's defense drops. Destroy the Core, and then attack the Torso section to finish off Bizarro-Sephiroth.

When using two teams, have the first team eliminate the Left Magic and the Head, then switch to the right team when given the chance. When the right team destroys the Right Magic and Head (it may be necessary to destroy the Left Magic as well), the Core's right defense drops. Have the right team destroy the right side of the core, and then switch back to the left team. The Core's left defense should now be down. Attack the left core until it is destroyed, and then focus your attention on the Torso.

In a three-team situation, you'll begin the fight in front of Bizarro-Sephiroth. Switch to the left team as soon as the middle team destroys a piece of Sephiroth. Follow the instructions for a two-team battle until you've destroyed both sides of the Core. Immediately switch back to the middle team and have them finish off Sephiroth by taking out the Core and then the Torso.

NOTE: EACH TIME YOU SWITCH TO A NEW TEAM, IT'S AS IF THEY HAVEN'T YET FOUGHT. THEY CAN USE THE MAXIMUM LIMIT OF ANY SUMMONS OR ALL SPELLS THEY'RE EQUIPPED WITH, EVEN IF THEY ALREADY USED THE MAXIMUM AMOUNT EARLIER IN THE BATTLE.

Only one fight left... are you ready? I'll leave this one up to you. Just use everything you've learned up to this point and you should be fine. The final battle can be difficult, but it's cake compared to the Emerald and Ruby WEAPONS. If you have a lot of trouble and just can't seem to get past the last battle, visit the BradyGAMES web site (www.bradygames.com) and drop us a line. I'll be more than happy to send you strategy for defeating the final Boss. Good luck!

ITEMS

ITEM NAME	EFFECT	ITEM NAME	EFFECT
Potion	Restores HP by 100	War Gong	Uses "Berserk" on all opponents
Hi-Potion	Restores HP by 500	Loco Weed	Uses "Confu" on all opponents
X-Potion	Fully restores HP	Fire Fang	Uses "Fire2" on all opponents
Ether	Restores MP by 100	Fire Veil	Uses "Fire3" on all opponents
Turbo Ether	Fully restores MP	Antarctic Wind	Uses "Ice2" on all opponents
Elixir	Fully restores HP/MP	Ice Crystal	Uses "Ice3" on all opponents
Megalixir	Fully restores all members' HP/MP	Bolt Plume	Uses "Bolt2" on all opponents
Phoenix Down	Restores life	Swift Bolt	Uses "Bolt3" on all opponents
Tent	Restores team's max HP/MP; use at Save Point	Earth Drum	Uses "Quake2" on all opponents
Luck Source	Raises [Luck]	Deadly Waste	Uses "Bio2" on all opponents
Speed Source	Raises [Dexterity]	M-Tentacles	Uses "Bio3" on all opponents
Mind Source	Raises [Spirit]	Stardust	Uses "Comet2" on all opponents
Magic Source	Raises [Magic Power]	Holy Touch	Uses "DeSpell" on one ally
Guard Source	Raises [Vitality]	Ink	Uses "Darkness" on all opponents
Power Source	Raises [Strength]	Vampire Fang	Drains HP from one opponent
Grenade	Explosive damage against one opponent	Ghost Hand	Drains MP from one opponent
Shrapnel	Explosive damage against all opponents	Dragon Scales	Causes water damage on all opponents
Right Arm	Explosive damage against all opponents		
Dream Powder	Uses "Sleepel" on all opponents		
Mute Mask	Uses "Silence" on all opponents		

ITEM NAME	EFFECT	ITEM NAME	EFFECT
Impaler	Changes one opponent to a frog	Remedy	Cures abnormal status
Shrivel	Uses "Mini" on one opponent	Echo Screen	Cures [Silence]
Molotov	Causes fire damage on one opponent	Cornucopia	Cures [Small]
S-mine	Explosive damage against one opponent	Maiden's Kiss	Cures [Frog]
8-Inch Cannon	Explosive damage against one opponent	Soft	Cures [Petrify]
Graviball	Uses "Demi" against one opponent	Antidote	Cures [Poison]
T/S Bomb	Uses "Demi2" against one opponent	Sylkis Greens	Food for a Chocobo
Dazers	Paralyzes one opponent	Reagan Greens	Food for a Chocobo
Dragon Fang	Lightning damage against all opponents	Mimett Greens	Food for a Chocobo
Spider Web	Slows all opponents	Curiel Greens	Food for a Chocobo
Bird Wing	Causes wind damage to all opponents	Pahsana Greens	Food for a Chocobo
Light Barrier	Casts [Barrier] around all allies	Krakka Greens	Food for a Chocobo
Hyper	Cures [Sadness]	Zeio Nut	For breeding Chocobos
Tranquilizer	Cures [Fury]	Carob Nut	For breeding Chocobos
Vaccine	Protects against transformations	Porov Nut	For breeding Chocobos
Eye Drop	Cures [Darkness]	Pram Nut	For breeding Chocobos
Hero Drink	Raises a character's ability once during battle	Lasan Nut	For breeding Chocobos
Speed Drink	Casts [Haste] on one ally	Saraha Nut	For breeding Chocobos
Smoke Bomb	Enables characters to escape from opponents during battle	Luchile Nut	For breeding Chocobos
		Pepio Nut	For breeding Chocobos
		Tissue	Has no use
		1/35 Soldier	Has no use. Shinra armored "attack" soldiers; 12 in the set
		Save Crystal	Creates Save Point. Use inside Northern Cave
		Super Sweeper	Has no use. A new machine to protect the reactor

KEY ITEMS

ITEM NAME	LOCATION	ITEM NAME	LOCATION
Pharmacy Coupons	Wall Market	Keycard 62	Shinra HQ Level 61
Cotton Dress	Wall Market	Keycard 65	Shinra HQ Level 62
Satin Dress	Wall Market	Keycard 66	Shinra HQ Level 65
Silk Dress	Wall Market	Keycard 68	Shinra HQ Level 68
Wig	Wall Market	Midgar Parts	Shinra HQ Level 65
Blonde Wig	Wall Market	PHS	Kalm
Dyed Wig	Wall Market	Basement Key	Shinra Mansion
Disinfectant	Wall Market	Keystone	Dio's Showroom in Gold Saucer
Deodorant	Wall Market	Black Materia	Temple of the Ancients
Digestive	Wall Market	Glacier Map	Icicle Inn
Cologne	Wall Market	Snowboard	Icicle Inn
Flower Cologne	Wall Market	Mythril	Sleeping man in Eastern Continent Cave
Sexy Cologne	Wall Market	Leviathan Scales	Underwater Reactor
Grass Tiara	Wall Market	Huge Materia	North Corel (after stopping Coal Train)
Ruby Tiara	Wall Market	Huge Materia	Fort Condor
Diamond Tiara	Wall Market	Huge Materia	Shinra No. 26 (Cid's Rocket)
Member's Card	Wall Market	Huge Materia	Sunken Shinra Sub
Keycard 60	Shinra HQ Level 59	Key to Ancients	Beneath Northern Continent

WEAPONS

Cloud Strife

Abbrev.

Cost
Atk
A %
MG
Location
Notes

What It Means

How much Weapon costs
Attack power
Attack percentage
Materia growth
Where you find the Weapon
Unique info concerning Weapon

Buster Sword

Cost	N/A
Atk	18
A %	96
Mg	X1



Location
Starting Equipment

Materia Slots



Hardedge

Cost	1500
Atk	32
A %	98
Mg	X1



Location

*Steal from SOLDIER: 3rd.
Gongaga*

Materia Slots



Mythril Saber

Cost	1000
Atk	23
A %	98
Mg	X1



Location

Kalm Town

Materia Slots



Force Stealer

Cost	2200
Atk	36
A %	100
Mg	X2



Location
Junon, North Corel

Materia Slots



Butterfly Edge

Cost	2800
Atk	39
A %	100
Mg	X1



Location
Cosmo Canyon

Materia Slots



Rune Blade

Cost	3800
Atk	40
A %	108
Mg	X2



Location
Mt. Nibel, Junon

Materia Slots



Yoshiyuki

Cost	N/A
Atk	56
A %	100
Mg	x1



Location
Roche Town

Materia Slots



Note: Sword is used when an ally is down.

Murasame

Cost	6500
Atk	51
A %	100
Mg	X1



Location
Whirl

Materia Slots



Nail Bat

Cost	2800
Atk	70
A %	100
Mg	X1



Location
*Temple of the Ancients,
Junon*

Materia Slots

None

Organics

Cost	12,000
Atk	62
A %	103
Mg	X1



Location
Jezebel Inn

Materia Slots



Enhance Sword

Cost	12,000
Atk	43
A %	107
Mg	X1



Location
Gaea's Cliff, Junon

Materia Slots



Crystal Sword

Cost	18,000
Atk	76
A %	105
Mg	X1



Location
Mideel

Materia Slots



Heaven's Cloud

Cost	93
Atk	100
A%	6
Mg	1



Location
Crashed Gebelka

Materia Slots



Apocalypse

Cost	88
Atk	110
A%	3
Mg	3



Location
Ancient Forest

Materia Slots



Ragnarok

Cost	97
Atk	105
A%	6
Mg	1



Location
After Defeating Proud Clod

Materia Slots



Ultima Weapon

Cost	100
Atk	110
A%	8
Mg	0



Location
After Defeating Ultimate WEAPON

Materia Slots



Aeris Gainsborough

Guard Stick

Cost	N/A
Atk	12
A%	99
Mg	1



Location
Starting Equipment

Materia Slots



Striking Staff

Cost	1300
Atk	32
A%	100
Mg	1



Location
Steal from Eligor, Gongaga, Junon

Materia Slots



Mythril Rod

Cost	370
Atk	16
A%	100
Mg	1



Location
Wall Market

Materia Slots



Full Metal Staff

Cost	800
Atk	22
A%	100
Mg	1



Location
Kalm Town

Materia Slots



Wizard Staff

Cost	1800
Atk	28
A%	100
Mg	x2



Location
Mt. Corel, Junon

Materia Slots



Fairy Tale

Cost	2500
Atk	37
A%	103
Mg	1



Location
Gongaga, Junon

Materia Slots



Prism Staff

Cost 2600

Atk 40

A% 105

Mg 1

Materia Slots



Location
Cosmo Canyon

Wizer Staff

Cost 3200

Atk 33

A% 100

Mg x2

Materia Slots



Location
Gt Cave, Junon

Aurora Rod

Cost 5800

Atk 51

A% 110

Mg 1

Materia Slots



Location
Water

Princess Guard

Cost N/A

Atk 52

A% 111

Mg x1

Materia Slots



Location
Temple of the Ancients

Note: Raises power and
protects others nearby.

Umbrella

Cost

Atk 58

A% 118

Mg

Materia Slots



Location
Speed Square
(Gold Saucer)

Tifa Lockheart

Leather Glove

Cost N/A

Atk 13

A% 99

Mg x1

Materia Slots



Location
Steering Equipment

Metal Knuckle

Cost 320

Atk 18

A% 102

Mg x1

Materia Slots



Location
Wall Market

Mythril Claw

Cost 750

Atk 24

A% 106

Mg x1

Materia Slots



Location
Ruin Town

Grand Glove

Cost 1200

Atk 31

A% 110

Mg x1

Materia Slots



Location
Mythril Cave, steal from:
Madouge, Gorgaga, Junon

Motor Drive

Cost N/A

Atk 27

A% 106

Mg x2

Materia Slots



Location
Costa Del Sol

Tiger Fang

Cost 2500

Atk 38

A% 110

Mg x1

Materia Slots



Location
Cosmo Canyon

Platinum Fist

Cost 2700

Atk 30

A% 108

Mg x2

Materia Slots

●●●●●



Location
Nibelheim, Junon

Diamond Knuckle

Cost 5800

Atk 51

A% 112

Mg x1

Materia Slots

●●●●●



Location
Whist

Work Glove

Cost 2200

Atk 68

A% 114

Mg x0

Materia Slots

None



Location
Temple of the Ancients,
Junon

Dragon Claw

Cost 10,000

Atk 62

A% 114

Mg x1

Materia Slots

●●●●●●●



Location
icicle Inn

Kaiser Knuckle

Cost 15,000

Atk 44

A% 110

Mg x1

Materia Slots

●●●●●●●●



Location
Whirlwind Maze, Junon

Crystal Glove

Cost 16,000

Atk 75

A% 115

Mg x1

Materia Slots

●●●●●●●



Location
Midell

God's Hand

Cost N/A

Atk 86

A% 255

Mg x1

Materia Slots

●●●●●



Location
After defeating
Corry Armor in
Underwater Reactor

Premium Heart

Cost

Atk 99

A% 112

Mg

Materia Slots

●●●●●●●●



Location
Whirl Market

Powersoul

Cost 4200

Atk 28

A% 106

Mg x2

Materia Slots

●●●●●



Location
Mr. Nibel, Junon
Note: Power-up when
[near death]

Gatling Gun

Cost N/A

Atk 14

A% 97

Mg x1

Materia Slots

●



Location
Starting Equipment
Note: Long Range

Assault Gun

Cost 350

Atk 17

A% 98

Mg x1

Materia Slots

●●



Location
After defeating Gaea's
Scorpion in Sector 7
Note: Long Range

Atomic Scissors

Cost 1400

Atk 32

A% 99

Mg x1

Materia Slots

●●●●●



Location
Steal from Custom
Sweeper Midgar, Gongaga

Barret Wallace

Cannon Ball



Location
Rahn Town

Cost 950

Atk 23

A% 98

Mg x1

Materia Slots



W Machine Gun



Location
Mt. Corel, Junon,
Death Machine
Note: Long Range

Cost 2000

Atk 30

A% 100

Mg x2

Materia Slots



Heavy Vulcan



Location
Cosmo Canyon

Note: Long Range

Cost 2700

Atk 39

A% 100

Mg x1

Materia Slots



Enemy Launcher



Location
Nibelheim Mansion, Junon

Note: Long Range

Cost 3300

Atk 35

A% 100

Mg x1

Materia Slots



Drill Arm



Location
Rocket Town, Junon

Cost 2000

Atk 37

A% 97

Mg x2

Materia Slots



Chainsaw



Location
Wutai

Cost 6300

Atk 52

A% 100

Mg x1

Materia Slots



Rocket Punch



Location
Temple of the Ancients,
Junon

Cost 3200

Atk 62

A% 110

Mg x0

Materia Slots

None

Microlaser



Location
Ice Ice Inn

Note: Long Range

Cost 12,000

Atk 63

A% 101

Mg x1

Materia Slots



AM Cannon



Location
Midell

Note: Long Range

Cost 18,000

Atk 77

A% 103

Mg x1

Materia Slots



Solid Bazooka



Location
Costa Del Sol

Cost 16,000

Atk 61

A% 100

Mg x1

Materia Slots



Max Ray



Location
Sector 8 Underground

Note: Long Range

Cost

Atk 97

A% 98

Mg

Materia Slots



Missing Score



Location
Maho Cannon

Note: Long Range

Cost

Atk 98

A% 108

Mg

Materia Slots



4-Point Shuriken

Cost	N/A
Atk	23
A%	100
Mg	x1



Location
Starting Equipment

Materia Slots



Note: Long Range

Boomerang

Cost	1400
Atk	30
A%	101
Mg	x1



Location
Steal from Formula,
Gongaga, Junon

Note: Long Range

Materia Slots



Twin Viper

Cost	3200
Atk	36
A%	108
Mg	x2



Location
Nibelheim Mansion, Junon

Note: Long Range

Materia Slots



Pinwheel

Cost	2600
Atk	37
A%	104
Mg	x1



Location
Cosmo Canyon

Materia Slots



Note: Long Range

Hawkeye

Cost	12,000
Atk	61
A%	107
Mg	x1



Location
Jedite Inn

Materia Slots



Note: Long Range

Crystal Cross

Cost	18,000
Atk	74
A%	110
Mg	x1



Location
Midell

Note: Long Range

Materia Slots



Magic Shuriken

Cost	14,000
Atk	64
A%	115
Mg	x1



Location
Costa del Sol, Winal,
Junon

Note: Long Range

Materia Slots



Super Ball

Cost	3000
Atk	68
A%	120
Mg	x0



Location
Fort Condor (Battle #4),
Junon

Note: Long Range

Materia Slots

None

Yuffie Kisaragi

Wind Slash

Cost	2000
Atk	30
A%	103
Mg	x2



Location
Shiray Boat, Junon

Materia Slots



Note: Long Range

Razor Ring

Cost	6000
Atk	49
A%	105
Mg	x1



Location
Winal

Materia Slots



Note: Long Range

Conformer

Cost	
Atk	96
A%	112
Mg	x0



Location
Crashed Gelnika

Materia Slots



Spiral Shuriken

Cost	14,000
Atk	68
A%	110
Mg	x1



Location
Costa del Sol

Materia Slots



Note: Long Range

Red XIII

Mythril Clip

Cost	800
Atk	24
A%	100
Mg	x1



Location
Starting Equipment

Materia Slots



Silver Barrette

Cost	2500
Atk	40
A%	110
Mg	x1



Location
Cosmo Canyon

Materia Slots



Hairpin

Cost	6000
Atk	57
A%	120
Mg	x0



Location
Wutai, Junon

Materia Slots

None

Note: Long Range

Crystal Comb

Cost	17,000
Atk	76
A%	108
Mg	x1



Location
Midest

Materia Slots



Magic Comb

Cost	2000
Atk	37
A%	100
Mg	x2



Location
Fort Condor (Battle #1),
Junon

Materia Slots



Seraph Comb

Cost	
Atk	68
A%	110
Mg	x1



Location
Cosmo Canyon

Materia Slots



Gold Barrette

Cost	6000
Atk	50
A%	104
Mg	x1



Location
Wutai

Materia Slots



Spring Gun Clip

Cost	87
Atk	100
A%	6
Mg	1



Location
Ancient Forest

Materia Slots



Limited Moon

Cost	
Atk	93
A%	114
Mg	



Location
Cosmo Canyon

Materia Slots



Diamond Pin

Cost	1300
Atk	33
A%	102
Mg	x1



Location
Steal from Bagradas,
Gongaga, Junon

Materia Slots



Plus Barrette

Cost	3500
Atk	39
A%	104
Mg	x2



Location
Mt. Nibel, Junon

Materia Slots



Adaman Clip

Cost	11,000
Atk	60
A%	106
Mg	x1



Location
Icicle Inn

Materia Slots



Centclip

Cost	14,000
Atk	58
A%	108
Mg	x1



Location
Cuesta Del Sol

Materia Slots



Vincent Valentine

Quicksilver

Cost 1000

Atk 38

A% 110

Mg x1

Materia Slots



Location

Starting Equipment,
Junon

Note: Long Range

Peacemaker

Cost 3500

Atk 38

A% 118

Mg x2

Materia Slots



Location

Nalm, Junon

Note: Long Range

Shotgun

Cost 3100

Atk 48

A% 112

Mg x1

Materia Slots



Location

Rocket Town

Note: Long Range

Shortbarrel

Cost 6400

Atk 51

A% 118

Mg x1

Materia Slots



Location

Wutai

Note: Long Range

Lariat

Cost 12,000

Atk 64

A% 120

Mg x1

Materia Slots



Location

Jevile Inn

Note: Long Range

Winchester

Cost 18,000

Atk 73

A% 120

Mg x1

Materia Slots



Location

Mideel

Note: Long Range

Supershot ST

Cost

Atk 97

A% 120

Mg x0

Materia Slots



Location

Ancient Forest

Note: Long Range

Buntline

Cost 6800

Atk 48

A% 124

Mg x2

Materia Slots



Location

Bone Village, Junon

Note: Long Range

Sniper CR

Cost 3300

Atk 42

A% 255

Mg x1

Materia Slots



Location

Mt. Nibel, Junon

Note: Long Range

Silver Rifle

Cost 3000

Atk 62

A% 120

Mg x0

Materia Slots

None



Location

Temple of the Ancients,
Junon

Note: Long Range

Outsider

Cost

Atk 80

A% 120

Mg x1

Materia Slots



Location

Crashed Gelfin

Note: Long Range

Long Barrel R

Cost 13,000

Atk 66

A% 255

Mg x1

Materia Slots



Location

Costa Del Sol

Note: Long Range

Death Penalty

Cost

Atk 99

A% 115

Mg

Materia Slots



Location

Lucrecia's Cave

Note: Long Range

Cait Sith

Yellow M-Phone

Cost 500

Atk 36

A% 100

Mg x1

Materia Slots



Location
Starting Equipment,
Junon

White M-Phone

Cost 2300

Atk 35

A% 102

Mg x2

Materia Slots



Location
Gongaga, Junon

Green M-Phone

Cost 2400

Atk 41

A% 100

Mg x1

Materia Slots



Location
Cosmo Canyon

Black M-Phone

Cost 2800

Atk 31

A% 104

Mg x2

Materia Slots



Location
Gil Cave, Junon

Silver M-Phone

Cost 3300

Atk 28

A% 106

Mg x1

Materia Slots



Location
Nibelheim Mansion, Junon

Red M-Phone

Cost 11,000

Atk 60

A% 100

Mg x1

Materia Slots



Location
Icicle Inn

Trumpet Shell

Cost 3000

Atk 68

A% 118

Mg x0

Materia Slots

None



Location
Temple of the Ancients,
Junon

Gold M-Phone

Cost 15,000

Atk 58

A% 103

Mg x1

Materia Slots



Location
Costa Del Sol

Battle Trumpet

Cost

Atk 95

A% 95

Mg x1

Materia Slots



Location
Underwater Reactor

HP Shout

Cost

Atk 95

A% 110

Mg 8

Materia Slots



Location
Shinra Tower

Blue M-Phone

Cost 5500

Atk 48

A% 100

Mg x1

Materia Slots



Location
Whirl

Crystal M-Phone

Cost 18,000

Atk 74

A% 100

Mg x1

Materia Slots



Location
Midell

Starlight Phone

Cost

Atk 88

A% 102

Mg 8

Materia Slots



Location
Sector 8 Underground

Spear

Cost 1200

Atk 44

A% 97

Mg x1

Materia Slots

●●●●●



Location

Starting Equipment,
Juno

Slash Lance

Cost 6500

Atk 56

A% 98

Mg x1

Materia Slots

●●●●●●



Location

World

Trident

Cost 7500

Atk 60

A% 105

Mg x1

Materia Slots

●●●●●●●



Location

Temple of the Ancients,
Juno

Viper Halberd

Cost 7000

Atk 58

A% 102

Mg x2

Materia Slots

●●●●●



Location

Cornal Valley, Juno

Mast Ax

Cost 15,000

Atk 64

A% 99

Mg x1

Materia Slots

●●●●●●●



Location

Iceberg Inn

Javelin

Cost

Atk 62

A% 104

Mg x2

Materia Slots

●●●●●●



Location

Good's Cliff

Partisan

Cost 19,000

Atk 78

A% 100

Mg x1

Materia Slots

●●●●●●●



Location

Midest

Scimitar

Cost

Atk 86

A% 102

Mg x3

Materia Slots

●●●



Location

Underwater Reactor

Dragoon Lance

Cost 6200

Atk 66

A% 100

Mg x1

Materia Slots

●●●●●●●●



Location

On-the-go, Juno

Mop

Cost 3200

Atk 68

A% 118

Mg x0

Materia Slots

None



Location

Temple of the Ancients,
Juno

Venus Gospel

Cost

Atk 97

A% 103

Mg

Materia Slots

●●●●●●●●●●



Location

Rocket Town

Flayer

Cost

Atk 100

A% 100

Mg x1

Materia Slots

●●●●●●●



Location

Speed Square

Armor



Location
Initially Equipped

Bronze Bangle

Cost	N/A
D	0
D%	0
MD	0
M%	0
MG	X0

Materia Slots

N/A



Location
Sector 7

Iron Bangle

Cost	160
D	10
D%	0
MD	2
M%	0
MG	X1

Materia Slots



Location
After defeating Air Buster

Titan Bangle

Cost	280
D	14
D%	2
MD	4
M%	0
MG	X1

Materia Slots



Location
Wall Market

Mythril Armlet

Cost	350
D	18
D%	3
MD	6
M%	0
MG	X1

Materia Slots



Location
Steal from Moth Slasher,
Costa del Sol, North Core!

Carbon Bangle

Cost	800
D	27
D%	3
MD	8
M%	0
MG	X1

Materia Slots



Location
Shinra Tower, Costa del Sol

Four Slots

Cost	1300
D	12
D%	0
MD	10
M%	0
MG	X1

Materia Slots



Location
Steal from Marine on
Shinra boat

Shinra Beta

Cost	N/A
D	30
D%	0
MD	0
M%	0
MG	X1

Materia Slots



Location
Costa del Sol, Steal from
Death Claw

Platinum Bangle

Cost	1800
D	20
D%	0
MD	12
M%	0
MG	X2

Materia Slots



Location
After defeating Dyne,
Cosmo Canyon

Silver Armlet

Cost	1300
D	34
D%	4
MD	14
M%	0
MG	X1

Materia Slots



Location
Steal from Dragon in
Mt. Nibel

Gold Armlet

Cost	2000
D	46
D%	4
MD	22
M%	0
MG	X1

Materia Slots



Location
Rocket Town, After
defeating Palmer

Edincoat

Cost	8000
D	50
D%	0
MD	33
M%	0
MG	X1

Materia Slots



Location
Bone Village

Diamond Bangle

Cost	3200
D	57
D%	6
MD	37
M%	0
MG	X1

Materia Slots



Location
Bone Village

Rune Armlet

Cost	3700
D	43
D%	5
MD	24
M%	0
MG	X2

Materia Slots



Location
Steal from Red Dragon

Dragon Armlet

Cost	N/A
D	58
D%	3
MD	0
M%	7
MG	X1

Materia Slots



Location
Forgotten City

Aurora Armlet

Cost	N/A
D	76
D%	8
MD	54
M%	3
MG	X1

Materia Slots





Wizard Bracelet

Cost	12,000
D	6
D%	3
MD	85
M%	3
MG	X1

Materia Slots



Location
After defeating
Jenova Life



Bolt Armlet

Cost	N/A
D	74
D%	8
MD	55
M%	3
MG	X1

Materia Slots



Location
Cornel Valley

Note: Nullifies Lightning
Attacks



Fire Armlet

Cost	N/A
D	72
D%	8
MD	52
M%	3
MG	X1

Materia Slots



Location
Gaea's Cliff

Note: Nullifies Fire
Attacks



Crystal Bangle

Cost	4800
D	70
D%	8
MD	45
M%	1
MG	X1

Materia Slots



Location
Mideel



Warrior Bangle

Cost	N/A
D	96
D%	0
MD	21
M%	0
MG	X1

Materia Slots



Location
Steal from Eagle Gun
on train



Shinra Alpha

Cost	N/A
D	77
D%	0
MD	34
M%	0
MG	X1

Materia Slots



Location
Steal from
Underwater MP



Ziedrich

Cost	N/A
D	100
D%	15
MD	98
M%	18
MG	X0

Materia Slots



Location
Steal from Rude

Note: Decreases all
elemental attacks by 1/2



Escort Guard

Cost	N/A
D	62
D%	5
MD	55
M%	0
MG	X1

Materia Slots



Location
Shutten Geinika
Note: Man's Armlet
nullifies
Lightning/Earth/Water/
Poison



Aegis Bracelet

Cost	N/A
D	55
D%	15
MD	86
M%	50
MG	X1

Materia Slots



Location
Midgar



Imperial Guard

Cost	N/A
D	82
D%	0
MD	74
M%	0
MG	X1

Materia Slots



Location
Steal from Reno



Minerva Band

Cost	N/A
D	60
D%	8
MD	57
M%	0
MG	X1

Materia Slots



Location
Steal from Elena
Note: Woman's Armlet
nullifies
Fire/Cold/Gravity/Holy



Mystile

Cost	N/A
D	65
D%	50
MD	72
M%	60
MG	X1

Materia Slots



Location
Midgar



Chocobracelet

Cost	N/A
D	35
D%	10
MD	38
M%	10
MG	X1

Materia Slots



Location
Chocoba racing gift

Accessories

Abbrev.	What It Means
Name	Name of accessory
Price	Cost of accessory
Description	Effect the accessory has
Location	Where you can find the accessory

NAME	PRICE	DESCRIPTION	LOCATION
Amulet	10,000	Luck + 10	Mideel
Bolt Ring	8000	Nullifies Lightning, turns into HP	Mideel, Sleeping Man
Cat's Bell	N/A	Restores HP as you walk	Chocobo Race (prize)
Champion Belt	N/A	Power + 10, Strength + 10	Battle Arena (16,000 BP)
Choco Feather	10,000	Dexterity + 10	Wutai
Circlet	N/A	Magic + 30, Spirit + 30	Ultimate WEAPON
Curse Ring	N/A	Increases stats, causes slow stone on equipped character	Mideel, Ultimate WEAPON
Earrings	7500	Magic + 10	Rocket Town
Fairy Ring	3500	Protects against Poison/Darkness	Gi Cave, Mideel
Fire Ring	8000	Nullifies Fire, turns into HP	Costa del Sol, Mideel
Fury Ring	5000	Automatic Berserk	Gongaga
Headband	3000	Protects against Sleep	Junon
HypnoCrown	N/A	Increases Manipulation Rate	Corral Valley Cave
Ice Ring	8000	Nullifies Cold, turns into HP	After defeating Chekhov, Mideel, Serpent


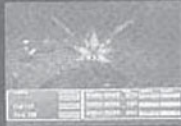

NAME	PRICE	DESCRIPTION	LOCATION
Jem Ring	7500	Protects against Paralyze/Petrify/ Slow/Numb	Mt. Nibel, Mideel
Peace Ring	7500	Protects against Berserk/ Fury/Sadness	Da-chao, after defeating Rapps
Poison Ring	N/A	Absorbs Poison attacks	Midgar after defeating Motor Ball
Power Wrist	7500	Power + 10	Junon Harbor after defeating Bottomswell
Protect Vest	3500	Vitality + 10	Shinra Tower after defeating Rufus
Reflect Ring	N/A	Automatically sets up Reflect	Whirlwind Maze, Ultimate WEAPON
Ribbon	N/A	Immune to status attacks	Gaea's Cliff, morph Master Tonberry
Safety Bit	7500	Immune to Sudden Death/Petrify/ Slow/Numb	Great Glacier
Silver Glasses	3000	Protects against Darkness	Junon
Sneak Glove	129,000	Increase Stealing % Rate	Wall Market
Star Pendant	4000	Protects against Poison	Shinra Tower
Talisman	4000	Spirit + 10	Shinra Tower after defeating H0512
Tetra Elemental	N/A	Absorb Fire/Ice/Thunder/Earth	Crater
Tough Ring	N/A	Vitality and Spirit + 50	Steal from Reno (Midgar Sewers)
Water Bracelet	N/A	Drains water attacks	Corral Valley
White Cape	5000	Protects against Frog/Small	Shinra Boat, Mideel




Materia


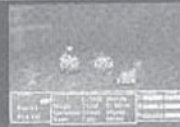


The Legend




Item	What It Means
AP Listings	For each spell, the AP follows the name, followed by the MP in the MP/AP Column. For the materia orbs themselves, the AP to Master is listed in the MP/AP Column
STR	Strength Adjustment
MAG	Magic Adjustment
VIT	Vitality Adjustment
MDEF	Magic Defense Adjustment
MaxHP	MaxHP Adjustment
MaxMP	MaxMP Adjustment




Magic (Green) Materia




Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP
Ice	Initially Equipped	35000	-1	+1			-2%	+2%
		 Name AP Magic Ice 2000 4		 Name AP Magic Ice 2 18000 22		 Name AP Magic Ice 3 35000 52		

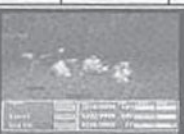
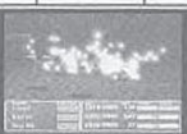
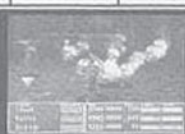
Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP
Lightning	Initially Equipped	35000	-1	+1			-2%	+2%
		 Name AP Magic Bolt 2000 4		 Name AP Magic Bolt 2 18000 22		 Name AP Magic Bolt 3 35000 52		


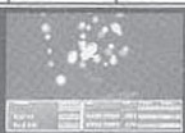
Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP
Restore	Reactor #1	40000	-1	+1			-2%	+2%
		 Name AP Magic Cure 2500 5		 Name AP Magic Cure 2 17000 24		 Name AP Magic Regen 25000 30		 Name AP Magic Cure 3 40000 64



Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP
Fire	Sector 7 Materia Shop	35000	-1	+1			-2%	+2%
								
		Name	AP	Magic				
		Fire	2000	4				
								
		Name	AP	Magic				
		Fire 2	18000	22				
								
		Name	AP	Magic				
		Fire 3	35000	52				

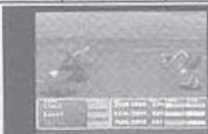

Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP		
Poison	Shinra HQ Floor 67	38000	-1	+1			-2%	+2%		
										
		Name	AP	Magic	Name	AP	Magic	Name	AP	Magic
		Bio	5000	8	Bio 2	20000	36	Bio 3	38000	80


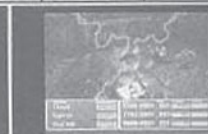
Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP
Earth	Shop in Kalm Town	40000	-1	+1			-2%	+2%
		Name	AP	Magic				
		Quake	6000	6				
		Name	AP	Magic				
		Name	AP	Magic				
		Quake 2	22000	28				
		Name	AP	Magic				
		Name	AP	Magic				
		Quake 3	4000	68				
		Name	AP	Magic				


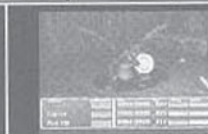

Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP									
Heal	Shop in Kalm Town	60000	-1	+1			-2%	+2%									
																	
									Name	AP	Magic	Name	AP	Magic	Name	AP	Magic
									Poisona	12000	3	Esuna	52000	15	Resist	60000	120



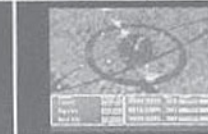
Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP
Revive	Shop in Junon	45000	-2	-1	+2	+1	-5%	+5%
								
				Name AP Magic		Name AP Magic		
				Life 1 45000 34		Life 2 55000 100		

Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP
Seal	Shop in Junon	20000	-1	+1			-2%	+2%
								
								

Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP
Transform	Mt. Corel Railroad Tracks	24000	-1	+1			-2%	+2%
								
								

Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP
Mystify	Shop in Gongaga	25000	-1	+1			-2%	+2%
								
								

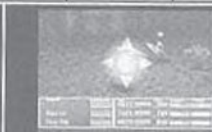
Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP
Time	Shop in Gongaga	42000	-2	+2	-1	+1	-5%	+5%
								
								
								

Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP
Gravity	Cave of the Gi	40000	-1	+1			-2%	+2%
<p>Note (After defeating Gi Nattak in Cave of the Gi)</p>								
								
								

Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP
Destruct	Sephiroth/Shinra Mansion	45000	-2	+2	-1	+1	-5%	+5%



Name AP Magic
DeBarrier 6000 12



Name AP Magic
DeSpell 10000 20



Name AP Magic
Death 45000 30

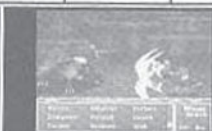
Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP
Barrier	Shop in Rocket Town	45000	-2	+2	-1	+1	-5%	+5%



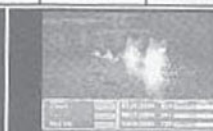
Name AP Magic
Barrier 5000 16



Name AP Magic
MBarrier 15000 24

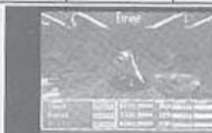


Name AP Magic
Reflect 30000 30



Name AP Magic
Wall 45000 58

Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP
Exit	Shop in Rocket Town	30000	-1	+1			-2%	+2%

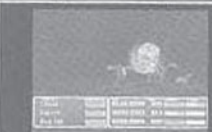


Name AP Magic
Escape 10000 16



Name AP Magic
Remove 30000 99

Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP
Comet	Ancient City	60000	-2	+2	-1	+1	-5%	+5%



Name AP Magic
Comet 12000 70



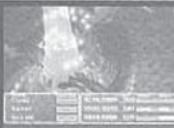
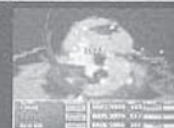


Name AP Magic
Comet 2 60000 110

Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP
Full Cure	Cosmo Canyon Item Shop	100000	-4	+4	-2	+2	-10%	+10%




Name AP Magic
FullCure 100000 99

Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP																								
Contain	White Chocobo in Mideel	60000	-4	+4	-2	+2	-10%	+10%																								
<div><div><table><tr><td>Name</td><td>AP</td><td>Magic</td></tr><tr><td>Freeze</td><td>5000</td><td>82</td></tr></table></div><div><table><tr><td>Name</td><td>AP</td><td>Magic</td></tr><tr><td>Break</td><td>10000</td><td>86</td></tr></table></div><div><table><tr><td>Name</td><td>AP</td><td>Magic</td></tr><tr><td>Tornado</td><td>15000</td><td>90</td></tr></table></div><div><table><tr><td>Name</td><td>AP</td><td>Magic</td></tr><tr><td>Flare</td><td>60000</td><td>100</td></tr></table></div></div>									Name	AP	Magic	Freeze	5000	82	Name	AP	Magic	Break	10000	86	Name	AP	Magic	Tornado	15000	90	Name	AP	Magic	Flare	60000	100
Name	AP	Magic																														
Freeze	5000	82																														
Name	AP	Magic																														
Break	10000	86																														
Name	AP	Magic																														
Tornado	15000	90																														
Name	AP	Magic																														
Flare	60000	100																														


Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP
Ultima	North Corel	100000	-4	+4	-2	+2	-10%	+10%

Note

(after stopping the train or pay 50,000
Gil if you fail to stop the train)



Name	AP	Magic
Ultima	100000	130

Name	Location	AP	Strength	Magic	Vit	MDef	MaxHP	MaxMP
Shield	Final Dungeon	100000	-4	+4	-2	+2	-10%	+10%
								
		Name	AP	Magic				
		Shield	100000	180				

Command (Yellow) Materia

Sense

Name	Description
Sense	<i>Inspect an enemy's stats</i>
AP Needed	Location
0	Kalm, Junon, Midgar
AP for Master	Status Change
40,000	None

Steal

Name	Description
Steal	<i>Attempt to steal an item from an enemy</i>
AP Needed	Location
0	Midgar, Kalm
Name	Description
Mug	<i>Attempt to steal and attack an enemy at same time</i>
AP Needed	Location
40,000	Midgar, Kalm
AP for Master	Status Change
50,000	Dexterity + 2

Throw

Name	Description
Throw	<i>Throw unequipped weapon at an enemy, weapon is lost</i>
AP Needed	Location
0	Fort Condor, Rocket Town
Name	Description
Coin	<i>Attack opponents with Gil</i>
AP Needed	Location
45,000	Fort Condor, Rocket Town
AP for Master	Status Change
60,000	Vitality + 1

Deathblow

Name	Description
D.blow	<i>Causes critical hit, low hit percentage</i>
AP Needed	Location
0	Fort Condor, Rocket Town, Gongaga
AP for Master	Status Change
40,000	Luck + 1

Manipulate

Name	Description
Manipulate	<i>Take command of an enemy</i>
AP Needed	Location
0	Fort Condor, Rocket Town
AP for Master	Status Change
40,000	None

Morph

Name	Description
Morph	<i>Enemy transforms into an item if finished with Morph attack</i>
AP Needed	Location
0	Temple of Ancients
AP for Master	Status Change
100,000	None

Enemy Skill

Name	Description
E.Skill	<i>Allows player to use monster's enemy skills</i>
AP Needed	Location
N/A	Shinra HQ, Chocobo Sage, Junon
AP for Master	Status Change
None	Mime

Mime

Name	Description
Mime	<i>Player copies party's last action</i>
AP Needed	Location
0	Wutai
AP for Master	Status Change
100,000	None

Double Cut

Name	Description
2x-Cut	<i>Attacks one enemy twice</i>
AP Needed	Location
0	Crashed Gelnika

Name	Description
4x-Cut	<i>Attacks a group of enemies four times</i>
AP Needed	Location
100,000	Crashed Gelnika
AP for Master	Status Change
150,000	Dexterity + 2

Slash-All

Name	Description
Slash-All	<i>Hits all enemies</i>
AP Needed	Location
0	Ancient Forest

Name	Description
Flash	<i>Hits all enemies with Death</i>
AP Needed	Location
130,000	Ancient Forest
AP for Master	Status Change
150,000	None

W-Magic

Name	Description
W-Magic	<i>Allows player to cast two spells per turn</i>
AP Needed	Location
0	Crater
AP for Master	Status Change
250,000	None

W-Summon

Name	Description
W-Summ.	<i>Allows player to cast two summon spells per turn</i>
AP Needed	Location
0	Gold Saucer (Battle Arena)
AP for Master	Status Change
250,000	None

W-Item

Name	Description
W-Item	<i>Allows player to use two items per turn</i>
AP Needed	Location
0	Midgar Subway
AP for Master	Status Change
250,000	None

Master Command

Name	Description
	<i>Equips Steal, Sense, Coin/Throw, Morph, Dblow, Manip, Mime</i>
AP Needed	Location
0	Kalm, Cosmo Canyon
AP for Master	Status Change

MP Turbo

Level	Description
Level 1	Increases cost and power of paired magic by 10%
AP Needed	Location
0	Crater
Level 2	Increases cost and power of paired magic by 20%
AP Needed	Location
10,000	Crater
Level 3	Increases cost and power of paired magic by 30%
AP Needed	Location
30,000	Crater
Level 4	Increases cost and power of paired magic by 40%
AP Needed	Location
60,000	Crater
Level 5	Increases cost and power of paired magic by 50%
AP Needed	Location
120,000	Crater
Master	Status Change
N/A	N/A

Quadra Magic

Level	Description
Level 1	Costs paired spell/summon four times (x4)
AP Needed	Location
0	Midest Materia Cave
Level 2	Costs paired spell/summon four times (x4)
AP Needed	Location
40,000	Midest Materia Cave
Level 3	Costs paired spell/summon four times (x4)
AP Needed	Location
80,000	Midest Materia Cave
Level 4	Costs paired spell/summon four times (x4)
AP Needed	Location
120,000	Midest Materia Cave
Level 5	Costs paired spell/summon four times (x4)
AP Needed	Location
200,000	Midest Materia Cave
Master	Status Change
N/A	N/A

Support (Blue) Materia

Sneak Attack

Level	Description
Level 1	Ally has 20% chance of beginning battle with a sneak attack
AP Needed	Location
0	Chocobo Racing prize
Level 2	Ally has 35% chance of beginning battle with a sneak attack
AP Needed	Location
20,000	Chocobo Racing prize
Level 3	Ally has 50% chance of beginning battle with a sneak attack
AP Needed	Location
60,000	Chocobo Racing prize
Level 4	Ally has 65% chance of beginning battle with a sneak attack
AP Needed	Location
100,000	Chocobo Racing prize
Level 5	Ally has 80% chance of beginning battle with a sneak attack
AP Needed	Location
150,000	Chocobo Racing prize
Master	Status Change
N/A	N/A

Steal As Well

Level	Description
Level 1	Character attempts to steal an item when paired Materia is used
AP Needed	Location
0	Whirl (Do-cho Fire Cave)
Level 2	N/A
AP Needed	Location
200,000	Whirl (Do-cho Fire Cave)
Master	Status Change
N/A	N/A

Added Cut

Level	Description
Level 1	Follows up with a normal attack when paired Materia is used
AP Needed	Location
0	Great Glacier
Level 2	N/A
AP Needed	Location
200,000	Great Glacier
Master	Status Change
N/A	N/A

HP Absorb

Level	Description
Level 1	Attacker absorbs 1/10 of damage caused by paired Materia as HP
AP Needed	Location
0	Crater, Wutai
Level 2	Attacker absorbs 1/10 of damage caused by paired Materia as HP
AP Needed	Location
0	Crater, Wutai
Master	Status Change
100,000	N/A

All

Level	Description
Level 1	All effects on paired Magic (x1)
AP Needed	Location
0	Fort Condor, Sector 7 Slums, Shinra HQ, Mt. Nibel, Shinra Base, Great Glacier
Level 2	All effects on paired Magic (x2)
AP Needed	Location
1500	Fort Condor, Sector 7 Slums
Level 3	All effects on paired Magic (x3)
AP Needed	Location
6000	Fort Condor, Sector 7 Slums
Level 4	All effects on paired Magic (x4)
AP Needed	Location
18,000	Fort Condor, Sector 7 Slums
Level 5	All effects on paired Magic (x5)
AP Needed	Location
35,000	Fort Condor, Sector 7 Slums
Master	Status Change
N/A	N/A

Elemental

Level	Description
Level 1	Adds paired element to attack or defense (def. halves)
AP Needed	Location
0	Shinra HQ, Mt. Nibel
Level 2	Adds paired element to attack or defense (def. negates)
AP Needed	Location
10,000	Shinra HQ, Mt. Nibel
Level 3	Adds paired element to attack or defense (def. absorbs)
AP Needed	Location
40,000	Shinra HQ, Mt. Nibel
Level 4	N/A
AP Needed	Location
80,000	Shinra HQ, Mt. Nibel
Master	Status Change
N/A	N/A

Final Attack

Level	Description
Level 1	Downed character perform a final action with paired Materia (x1)
AP Needed	Location
0	Battle Arena Special Prize
Level 2	Downed character perform a final action with paired Materia (x2)
AP Needed	Location
20,000	Battle Arena Special Prize
Level 3	Downed character perform a final action with paired Materia (x3)
AP Needed	Location
40,000	Battle Arena Special Prize
Level 4	Downed character perform a final action with paired Materia (x4)
AP Needed	Location
80,000	Battle Arena Special Prize
Level 5	Downed character perform a final action with paired Materia (x5)
AP Needed	Location
160,000	Battle Arena Special Prize
Master	Status Change
N/A	N/A

Added Effect

Level	Description
Level 1	Paired Material's status effects are added to weapons & attack or armor's defense
AP Needed	Location
0	GI Cave
Level 2	N/A
AP Needed	Location
100,000	GI Cave
Master	Status Change
N/A	N/A

Counter

Level	Description
Level 1	20% chance of countering enemy with paired Command
AP Needed	Location
0	Crater
Level 2	40% chance of countering enemy with paired Command
AP Needed	Location
40,000	Crater
Level 3	60% chance of countering enemy with paired Command
AP Needed	Location
80,000	Crater
Level 4	80% chance of countering enemy with paired Command
AP Needed	Location
120,000	Crater
Level 5	100% chance of countering enemy with paired Command
AP Needed	Location
200,000	Crater
	Status Change
N/A	N/A

Magic Counter

Level	Description
Level 1	Ally has 30% chance of performing a counter-cast
AP Needed	Location
0	Gold Saucer (prize)
Level 2	Ally has 40% chance of performing a counter-cast
AP Needed	Location
40,000	Gold Saucer (prize)
Level 3	Ally has 60% chance of performing a counter-cast
AP Needed	Location
80,000	Gold Saucer (prize)
Level 4	Ally has 80% chance of performing a counter-cast
AP Needed	Location
160,000	Gold Saucer (prize)
Level 5	Ally always performs a counter-cast
AP Needed	Location
300,000	Gold Saucer (prize)
	Status Change
N/A	N/A

MP Absorb

Level	Description
Level 1	Artisan absorbs 1/100 of damage caused by paired Material as MP
AP Needed	Location
0	Wutai
Level 2	Artisan absorbs 1/100 of damage caused by paired Material as MP
AP Needed	Location
0	Wutai
Master	Status Change
100,000	N/A

Independent (Purple) Materia

Cover

Level	AP Needed
Level 1	0
Description	
Character protects teammates 20% of the time	
Level	AP Needed
Level 2	2000
Description	
Character protects teammates 40% of the time	
Level	AP Needed
Level 3	10,000
Description	
Character protects teammates 60% of the time	
Level	AP Needed
Level 4	25,000
Description	
Character protects teammates 80% of the time	
Level	AP Needed
Level 5	40,000
Description	
Character protects teammates 100% of the time	
Status Change	Location
Vitality + 1	Wall Market, Sector 5 Slums

Enemy Away

Level	AP Needed
Level 1	0
Description	
Decreases enemy encounter rate	
Level	AP Needed
Level 2	8000
Description	
Decrease enemy encounter rate even more	
Level	AP Needed
Level 3	50,000
Description	
N/A	
Status Change	Location
Luck + 1	Chocobo Races

Chocobo Lure

Level	AP Needed
Level 1	0
Description	
Allows you to find Chocobos	
Level	AP Needed
Level 2	3000
Description	
Allows you to find Chocobos faster	
Level	AP Needed
Level 3	10,000
Description	
Allows you to find Chocobos even faster	
Level	AP Needed
Level 4	30,000
Description	
The fastest way to find Chocobos	
Status Change	Location
Luck + 1	Chocobo Ranch

HP Plus

Level	AP Needed
Level 1	0
Description	
Maximum HP increases by 10%	
Level	AP Needed
Level 2	10,000
Description	
Maximum HP increases by 20%	
Level	AP Needed
Level 3	20,000
Description	
Maximum HP increases by 30%	
Level	AP Needed
Level 4	30,000
Description	
Maximum HP increases by 40%	
Level	AP Needed
Level 5	50,000
Description	
Maximum HP increases by 50%	
Status Change	Location
None	Cosmo Canyon, Midway, Junon

Long Range

Level	AP Needed
Level 1	0
Description <i>Allows player to attack from long range with a close range weapon</i>	
Level	AP Needed
Level 2	80,000
Description <i>N/A</i>	
Status Change	Location
None	Mythril Mine

Underwater

Level	AP Needed
Level 1	0
Description <i>No 20 minute time limit when fighting Emerald WEAPON</i>	
Status Change	Location
None	Kalm

MP Plus

Level	AP Needed
Level 1	0
Description <i>Maximum MP increases by 10%</i>	
Level	AP Needed
Level 2	10,000
Description <i>Maximum MP increases by 20%</i>	
Level	AP Needed
Level 3	20,000
Description <i>Maximum MP increases by 30%</i>	
Level	AP Needed
Level 4	30,000
Description <i>Maximum MP increases by 40%</i>	
Level	AP Needed
Level 5	50,000
Description <i>Maximum MP increases by 50%</i>	
Status Change	Location
None	Cosmo Canyon, Mideel

Luck Plus

Level	AP Needed
Level 1	0
Description <i>Increases Luck by 10%</i>	
Level	AP Needed
Level 2	15,000
Description <i>Increases Luck by 20%</i>	
Level	AP Needed
Level 3	30,000
Description <i>Increases Luck by 30%</i>	
Level	AP Needed
Level 4	60,000
Description <i>Increases Luck by 40%</i>	
Level	AP Needed
Level 5	100,000
Description <i>Increases Luck by 50%</i>	
Status Change	Location
None	Temple of the Ancients

Gil Plus

Level	AP Needed
Level 1	0
Description <i>Party gains 50% more Gil after battle</i>	
Level	AP Needed
Level 2	80,000
Description <i>Party gains 100% more Gil after battle</i>	
Level	AP Needed
Level 3	150,000
Description <i>N/A</i>	
Status Change	Location
Luck + 1	Wonder Square

Magic Plus

Level	AP Needed
Level 1	0
Description <i>Increases Magic by 20%</i>	
Level	AP Needed
Level 2	10,000
Description <i>Increases Magic by 20%</i>	
Level	AP Needed
Level 3	20,000
Description <i>Increases Magic by 30%</i>	
Level	AP Needed
Level 4	30,000
Description <i>Increases Magic by 40%</i>	
Level	AP Needed
Level 5	50,000
Description <i>Increases Magic by 50%</i>	
Status Change	Location
None	Ancient City

EXP Plus

Level	AP Needed
Level 1	0
Description <i>Party gains 50% more EXP from battle</i>	
Level	AP Needed
Level 2	60,000
Description <i>Party gains 100% more EXP from battle</i>	
Level	AP Needed
Level 3	150,000
Description N/A	
Status Change	Location
Luck + 1	Wonder Square

Enemy Lure

Level	AP Needed
Level 1	0
Description <i>Increases enemy encounter rate</i>	
Level	AP Needed
Level 2	8000
Description <i>Increases enemy encounter rate even more</i>	
Level	AP Needed
Level 3	50,000
Description N/A	
Status Change	Location
Luck + 1	Gold Saucer (win as a prize)

Speed Plus

Level	AP Needed
Level 1	0
Description <i>Increases Speed by 10%</i>	
Level	AP Needed
Level 2	15,000
Description <i>Increases Speed by 20%</i>	
Level	AP Needed
Level 3	30,000
Description <i>Increases Speed by 30%</i>	
Level	AP Needed
Level 4	60,000
Description <i>Increases Speed by 40%</i>	
Level	AP Needed
Level 5	100,000
Description <i>Increases Speed by 50%</i>	
Status Change	Location
None	Battle Arena

Counter Attack

Level	AP Needed
Level 1	0
Description <i>Equipped character retaliates 20% of the time when attacked</i>	
Level	AP Needed
Level 2	10,000
Description <i>Equipped character retaliates 40% of the time when attacked</i>	
Level	AP Needed
Level 3	20,000
Description <i>Equipped character retaliates 60% of the time when attacked</i>	
Level	AP Needed
Level 4	50,000
Description <i>Equipped character retaliates 80% of the time when attacked</i>	
Level	AP Needed
Level 5	100,000
Description <i>Equipped character retaliates 100% of the time when attacked</i>	
Status Change	Location
None	Mt. Nibel, Chocobo Racing

HP < ~ > MP

Level	AP Needed
Level 1	0
Description <i>Switches HP and MP</i>	
Level	AP Needed
Level 2	80,000
Description N/A	
Status Change	Location
None	Mt. Corel Materia Cave

Pre-Emptive

Level	AP Needed
Level 1	0
Description <i>Increase chance of pre-emptive attack by 5%</i>	
Level	AP Needed
Level 2	8000
Description <i>Increase chance of pre-emptive attack by 8%</i>	
Level	AP Needed
Level 3	20,000
Description <i>Increase chance of pre-emptive attack by 10%</i>	
Level	AP Needed
Level 4	40,000
Description <i>Increase chance of pre-emptive attack by 15%</i>	
Level	AP Needed
Level 5	80,000
Description <i>Increase chance of pre-emptive attack by 20%</i>	
Status Change	Location
Speed +2	Battle Arena

Mega All

Level	AP Needed
Level 1	0
Description <i>All spells and commands effect all enemies (x1)</i>	
Level	AP Needed
Level 2	10,000
Description <i>All spells and commands effect all enemies (x2)</i>	
Level	AP Needed
Level 3	50,000
Description <i>All spells and commands effect all enemies (x3)</i>	
Level	AP Needed
Level 4	80,000
Description <i>All spells and commands effect all enemies (x4)</i>	
Level	AP Needed
Level 5	160,000
Description <i>All spells and commands effect all enemies (x5)</i>	
Status Change	Location
None	Crater

Summon (Red) Materia

Choco/Mog

Status Chg.

Magic +1; MaxHP +2%;
MaxMP +2%



Level	AP Needed	Description
Level 1	0	Summons Choco/Mog (x1)
Level 2	2000	Summons Choco/Mog (x2)
Level 3	14,000	Summons Choco/Mog (x3)
Level 4	25,000	Summons Choco/Mog (x4)
Level 5	35,000	Summons Choco/Mog (x5)

Note:

Elemental Wind, can cause Stop

Location:

Chocobo Ranch

Shiva

Status Chg.

Magic +1; MaxHP +2%;
MaxMP +2%



Level	AP Needed	Description
Level 1	0	Summons Shiva (x1)
Level 2	4000	Summons Shiva (x2)
Level 3	15,000	Summons Shiva (x3)
Level 4	30,000	Summons Shiva (x4)
Level 5	50,000	Summons Shiva (x5)

Note:

Elemental Ice

Location:

Junon

Ifrit

Status Chg.

Magic +1; MaxHP +2%;
MaxMP +2%



Level	AP Needed	Description
Level 1	0	Summons Ifrit (x1)
Level 2	10,000	Summons Ifrit (x2)
Level 3	20,000	Summons Ifrit (x3)
Level 4	35,000	Summons Ifrit (x4)
Level 5	60,000	Summons Ifrit (x5)

Note:

Elemental Fire

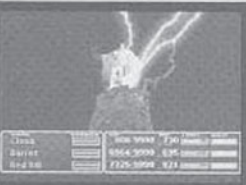
Location:

Jenova-BIRTH

Ramuh

Status Chg.

Magic +1; MaxHP +2%;
MaxMP +2%



Level	AP Needed	Description
Level 1	0	Summons Ramuh (x1)
Level 2	10,000	Summons Ramuh (x2)
Level 3	25,000	Summons Ramuh (x3)
Level 4	50,000	Summons Ramuh (x4)
Level 5	70,000	Summons Ramuh (x5)

Note:

Elemental Lightning

Location:

Corel Prison

Titan

Status Chg.

Magic +1; MaxHP +2%;
MaxMP +2



Level	AP Needed	Description
Level 1	0	Summons Titan (x1)
Level 2	15,000	Summons Titan (x2)
Level 3	30,000	Summons Titan (x3)
Level 4	60,000	Summons Titan (x4)
Level 5	80,000	Summons Titan (x5)

Note:
Elemental Earth

Location:
Gongaga

Odin

Status Chg.

Magic +1; Mdef +1; MaxHP
+5%; MaxMP +5%



Level	AP Needed	Description
Level 1	0	Summons Odin (x1)
Level 2	16,000	Summons Odin (x2)
Level 3	32,000	Summons Odin (x3)
Level 4	65,000	Summons Odin (x4)
Level 5	80,000	Summons Odin (x5)

Note:

Location:
Shinra Mansion

Leviathan

Status Chg.

Magic +1; Mdef +1; MaxHP
+5%; MaxMP +5%



Level	AP Needed	Description
Level 1	0	Summons Leviathan (x1)
Level 2	18,000	Summons Leviathan (x2)
Level 3	38,000	Summons Leviathan (x3)
Level 4	70,000	Summons Leviathan (x4)
Level 5	100,000	Summons Leviathan (x5)

Note:
Elemental Water

Location:
Pagoda of the Five Gods

Kjata

Status Chg.

Magic +1; Mdef +1; MaxHP
+5%; MaxMP +5%



Level	AP Needed	Description
Level 1	0	Summons Kjata (x1)
Level 2	22,000	Summons Kjata (x2)
Level 3	60,000	Summons Kjata (x3)
Level 4	90,000	Summons Kjata (x4)
Level 5	140,000	Summons Kjata (x5)

Note:
Elemental All

Location:
Sleeping Forest

Bahamut

Status Chg.

Magic +1; MDef +1; MaxHP
+5%; MaxMP +5



Level	AP Needed	Description
Level 1	0	Summons Bahamut (x1)
Level 2	20,000	Summons Bahamut (x2)
Level 3	50,000	Summons Bahamut (x3)
Level 4	80,000	Summons Bahamut (x4)
Level 5	120,000	Summons Bahamut (x5)

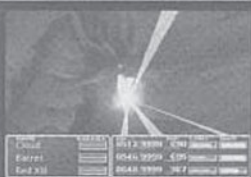
Note:

Location:
Temple of the Ancients

Neo Bahamut

Status Chg.

Magic +2; MDef +2; MaxHP
+10%; MaxMP +10%



Level	AP Needed	Description
Level 1	0	Summons Neo Bahamut (x1)
Level 2	30,000	Summons Neo Bahamut (x2)
Level 3	80,000	Summons Neo Bahamut (x3)
Level 4	140,000	Summons Neo Bahamut (x4)
Level 5	200,000	Summons Neo Bahamut (x5)

Note:

Location:
Crater

Alexander

Level 1

Status Chg.

Magic +1; MDef +1; MaxHP
+5%; MaxMP +5%



Level	AP Needed	Description
Summons	0	Alexander (x1)
Level 2	25,000	Summons Alexander (x2)
Level 3	65,000	Summons Alexander (x3)
Level 4	100,000	Summons Alexander (x4)
Level 5	150,000	Summons Alexander (x5)

Note:
Elemental Holy

Location:
Gaea's Cliff

Phoenix

Status Chg.

Magic +2; MDef +2; MaxHP
+10%; MaxMP 10%



Level	AP Needed	Description
Level 1	0	Summons Phoenix (x1)
Level 2	28,000	Summons Phoenix (x2)
Level 3	70,000	Summons Phoenix (x3)
Level 4	120,000	Summons Phoenix (x4)
Level 5	180,000	Summons Phoenix (x5)

Note:
Elemental Fire

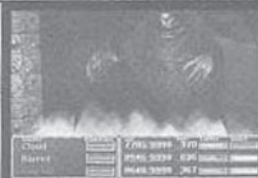
Location:
Fort Condor

Hades

Level 1

Status Chg.

Magic +4; MDef +4; MaxHP
+10%; MaxMP +15%



Level	AP Needed	Description
Summons	0	Hades (x1)
Level 2	35,000	Summons Hades (x2)
Level 3	120,000	Summons Hades (x3)
Level 4	150,000	Summons Hades (x4)
Level 5	250,000	Summons Hades (x5)

Note:

Location:

Crashed Gelnika

Bahamut ZERO

Status Chg.

Magic +4; Mdef +4; MaxHP
+10%; MaxMP +15



Level	AP Needed	Description
Level 1	0	Summons Bahamut ZERO (x1)
Level 2	35,000	Summons Bahamut ZERO (x2)
Level 3	120,000	Summons Bahamut ZERO (x3)
Level 4	150,000	Summons Bahamut ZERO (x4)
Level 5	250,000	Summons Bahamut ZERO (x5)

Note:

Location:

Cosmo Canyon (Huge Materia)

Typhoon

Level 1

Status Chg.

Magic +4; Mdef +4; MaxHP
+10%; MaxMP +15%



Level	AP Needed	Description
Summons	0	Typhoon (x1)
Level 2	35,000	Summons Typhoon (x2)
Level 3	120,000	Summons Typhoon (x3)
Level 4	150,000	Summons Typhoon (x4)
Level 5	250,000	Summons Typhoon (x5)

Note:

Elemental Wind

Location:

Ancient Forest

Knights of the Round

Status Chg.

Magic +8; Mdef +8; MaxHP
+10%; MaxMP +20



Level	AP Needed	Description
Level 1	0	Summons Knights of the Round (x1)
Level 2	50,000	Summons Knights of the Round (x2)
Level 3	200,000	Summons Knights of the Round (x3)
Level 4	300,000	Summons Knights of the Round (x4)
Level 5	500,000	Summons Knights of the Round (x5)

Note:

Location:

*Knight's Island Materia Cave
(Gold Chocobo Only)*

ENEMY SKILLS

With the "Enemy Skill" Materia equipped, you can learn some enemy skills from certain creatures when they attack the character who has the Materia equipped.

FROG SONG

LEARN FROM	DESCRIPTION
Touch Me, Toxic Frog	Casts Toad and Sleepel on target; or will cure one target of Toad effect

Location: Gongaga (Touch Me), Temple of Ancients (Toxic Frog)

LEVEL 4 SUICIDE

LEARN FROM	DESCRIPTION
Mu	Casts Death Sentence on all targets

Location: Chocobo Ranch

MAGIC HAMMER

LEARN FROM	DESCRIPTION
Razor Weeds	Absorbs up to 100 MP from one target
Location: Wutai	NOTE: Must manipulate creature.

WHITE WIND

LEARN FROM	DESCRIPTION
Zemzelett, Wind Wing (Crater)	Restores amount of HP to each ally equal to the caster's current HP.
Location: Junon (Zemzelett)	NOTE: Must manipulate creature.

BIG GUARD

LEARN FROM	DESCRIPTION
Beach Plug	Casts Wall and Haste on all targets
Location: Corel Beach	NOTE: Must manipulate creature.

ANGEL WHISPER

LEARN FROM	DESCRIPTION
Pollensalta	Full cure, refills HP, and cures all negative status effects
Location: Crater	NOTE: Must manipulate creature

DRAGON FORCE

LEARN FROM	DESCRIPTION
Dragon, Dark Dragon	One character's defense and magical defense increased by 50%
Location: Battle Arena, Crater (Dark Dragon)	NOTE: Must manipulate creature

DEATH FORCE

LEARN FROM	DESCRIPTION
Adamantaimai	Casts Death Sentence on one enemy and kills it instantly
Location: Wutai, Beaches	NOTE: Must manipulate enemy

FLAME THROWER

LEARN FROM	DESCRIPTION
Ark Dragon, Dragon	Causes fire damage to one enemy
Location: Mythril Mine	

LASER

LEARN FROM	DESCRIPTION
Death Claw, Dark Dragon	Cuts enemy's HP in half
Location: Corel Prison (Death Claw), Crater (Dark Dragon)	

MATRA MAGIC

LEARN FROM	DESCRIPTION
Custom Sweeper, Bull Motor	Physical attack against all enemies
Location: Midgar (Custom Sweeper), Corel Prison (Bull Motor)	

BAD BREATH

LEARN FROM	DESCRIPTION
Malboro	Casts Poison, Sleepel, Mini, Frog and Confuse on all enemies
Location: Gaea's Cliff and Crater	

BETA

LEARN FROM

DESCRIPTION

Midgar Zolom

Causes fire damage to all enemies

Location: Mythril Swamp

AQUALUNG

LEARN FROM

DESCRIPTION

Harpy, Jenova-LIFE

Causes water damage to all enemies

Location: Gold Saucer Desert (Harpy),
City of Ancients (Jenova-LIFE)

TRINE

LEARN FROM

DESCRIPTION

Stilva Godo

Causes lightning damage to all enemies

Location: Gaea's Cliff (Stilva),
Godo (Pagoda of Five Gods)

MAGIC BREATH

LEARN FROM

DESCRIPTION

Stilva Parasite

Causes fire, ice, and lightning damage to all enemies

Location: Gaea's Cliff (Stilva),
Crater (Parasite)

????

LEARN FROM

DESCRIPTION

King Behemoth, Jersey

Causes damage to one enemy equal to difference between the caster's current HP and his/her MaxHP minus the caster's current HP

Location: Midgar Sector 8 (Behemoth),
Shinra Mansion (Jersey)

GOBLIN PUNCH

LEARN FROM

DESCRIPTION

Goblin

Strong physical attack against one enemy

Location: Goblin Island

CHOCOBUCKLE

LEARN FROM

Level 16 Chocobo

DESCRIPTION

Damage equals the number of times you've run from battle

Location: Chocobo Ranch

LEVEL 5 DEATH

LEARN FROM

Parasite

DESCRIPTION

Instantly kills all enemies whose level is a multiple of 5

Location: Crater

DEATH SENTENCE

LEARN FROM

Gi Specter, Sneaky Step

DESCRIPTION

Target must finish the battle in 10 seconds or die

Location: Gi Cave

DEATH ROULETTE

LEARN FROM

Death Dealer

DESCRIPTION

Randomly kills one participant in battle

Location: Crater

SHADOW FLARE

LEARN FROM

Ultimate WEAPON, Zombie Dragon

DESCRIPTION

Inflicts heavy damage against one enemy

Location: Multiple (Ultimate WEAPON),
Zombie Dragon (Crater)

PANDORA'S BOX

LEARN FROM

Zombie Dragon

DESCRIPTION

Inflicts heavy damage to all enemies

Location: Crater

Bestiary


LVL	The monster's level
HP	Monster's Hit Point level
MP	Monster's Magic Point level
EXP	Experience points gained
GIL	Gil received for defeating monster
AP	Experience gained

ψ	Fire	Norm	Normal	Stp	Stop
⊖	Ice	DBL	Double Effect	Bsk	Berserk
⚡	Lightning	Inv	Invulnerable	Psn	Poison
⬆	Earth	Abn	Absorb	Par	Paralysis
☠	Poison	Dmg	Cuts damage	Stn	Stone
⬇	Gravity	Slp	Sleep	SS	Slowly stone
≈	Water	Rct	Return	Mdn	Manipulate
⊗	Wind	Con	Confusion	Dth	Death
†	Holy	Sil	Silence	Imp	Impossible to fight
		Slw	Slow	Dark box	Effects monster
		Dth	Darkness	Light box	No effect on monster
		Trnf	Transform		

1st Ray

MORPH	STEAL	ATTACKS
N/A	N/A	Less
LVL 4	ψ Norm	
HP 18	⊗ Norm	
MP 0	f DBL EH	
EXP 12	▲ Norm	
GIL 5	✕ Norm	
AP 1	⊗ Norm	
	† Norm	

Area— Reactor




Sp	Res	Con	St	Slw	DBL	Trnf	Sp
Def	Par	Par	Sts	Sts	Man	DB	Imp

2-Faced

MORPH	STEAL	ATTACKS
N/A	N/A	Self-Destruct, Gun 3
LVL 18	ψ Norm	
HP 330	⊗ Norm	
MP 80	f Norm	
EXP 100	▲ Invul	
GIL 156	✕ Norm	
AP 10	⊗ Norm	
	† Norm	

Area— Coral Prison




Sp	Res	Con	St	Slw	DBL	Trnf	Sp
Def	Par	Par	Sts	Sts	Man	DB	Imp

8 Eye

MORPH	STEAL	ATTACKS
N/A	N/A	Like Stone
LVL 30	ψ Norm	
HP 500	⊗ Norm	
MP 220	f Norm	
EXP 1000	▲ Norm	
GIL 720	✕ DBL EH	
AP 100	⊗ Norm	
	† Norm	

Area— Temple of Ancients




Sp	Res	Con	St	Slw	DBL	Trnf	Sp
Def	Par	Par	Sts	Sts	Man	DB	Imp

Acrophies

MORPH	STEAL	ATTACKS
N/A	WATER RING	Crash, Huge Drill, Virus
LVL 35	ψ Norm	
HP 2400	⊗ Norm	
MP 220	f Norm	
EXP 800	▲ Norm	
GIL 1200	✕ Norm	
AP 90	⊗ Norm	
	† Norm	

Area— Coral Valley




Sp	Res	Con	St	Slw	DBL	Trnf	Sp
Def	Par	Par	Sts	Sts	Man	DB	Imp

Adamantaimai

MORPH	STEAL	ATTACKS
N/A	ADAMANT BANGLE	Light Drill, Death Scissors, Barrier, Miasma
LVL 30	ψ Norm	
HP 1600	⊗ Norm	
MP 240	f Norm	
EXP 720	▲ Invul	
GIL 2000	✕ Norm	
AP 100	⊗ Norm	
	† Norm	

Area— West Continent Beach



Sp	Res	Con	St	Slw	DBL	Trnf	Sp
Def	Par	Par	Sts	Sts	Man	DB	Imp

Aero Combatant

MORPH	STEAL	ATTACKS
N/A	N/A	Propeller Slash, Serrated Slash
LVL 11	ψ Norm	
HP 190	⊗ Norm	
MP 0	f Norm	
EXP 40	▲ Invul	
GIL 110	✕ DBL EH	
AP 4	⊗ Norm	
	† Norm	

Area— Tower




Sp	Res	Con	St	Slw	DBL	Trnf	Sp
Def	Par	Par	Sts	Sts	Man	DB	Imp

Ancient Dragon

MORPH	STEAL	ATTACKS
N/A	N/A	Fire, Serrated Claw
LVL 34	ψ Norm	
HP 2400	⊗ Norm	
MP 450	f Norm	
EXP 800	▲ Invul	
GIL 800	✕ DBL EH	
AP 80	⊗ Norm	
	† Norm	

Area— Temple of Ancients




Sp	Res	Con	St	Slw	DBL	Trnf	Sp
Def	Par	Par	Sts	Sts	Man	DB	Imp

Allemande

MORPH	STEAL	ATTACKS
N/A	EYE DROP	Claw, 14 Death, L3 Flare
LVL 48	ψ Norm	
HP 8000	⊗ Norm	
MP 200	f Norm	
EXP 1300	▲ Invul	
GIL 1360	✕ Norm	
AP 100	⊗ Norm	
	† Norm	

Area— The Crater




Sp	Res	Con	St	Slw	DBL	Trnf	Sp
Def	Par	Par	Sts	Sts	Man	DB	Imp

Aps

MORPH	STEAL	ATTACKS
N/A	N/A	Sever, Standard Tail
LVL 18	ψ Norm	
HP 1800	⊗ Norm	
MP 0	f Norm	
EXP 240	▲ Norm	
GIL 0	✕ Norm	
AP 22	⊗ Norm	
	† Norm	

Area— Sewers




Sp	Res	Con	St	Slw	DBL	Trnf	Sp
Def	Par	Par	Sts	Sts	Man	DB	Imp

Ark Dragon

MORPH	STEAL	ATTACKS
PHENIX DOWN	ETHER	Crash, Flame Thrower
LVL 18	ψ Absb	
HP 280	⊗ Norm	
MP 124	f Norm	
EXP 84	▲ Invul	
GIL 180	✕ Norm	
AP 10	⊗ Norm	
	† Norm	

Area— Mythical Caves




Sp	Res	Con	St	Slw	DBL	Trnf	Sp
Def	Par	Par	Sts	Sts	Man	DB	Imp

Armored Golem

MORPH	STEAL	ATTACKS
N/A	TURBO ETHER	Golem Laser
LVL 41	ψ Norm	
HP 10000	⊗ Norm	
MP 200	f Norm	
EXP 2500	▲ Norm	
GIL 2680	✕ Norm	
AP 100	⊗ Norm	
	† Norm	

Area— The Crater




Sp	Res	Con	St	Slw	DBL	Trnf	Sp
Def	Par	Par	Sts	Sts	Man	DB	Imp

Attack Squad

MORPH	STEAL	ATTACKS
N/A	8-INCH CANNON	Machine Gun, Grenade, Serrated Bullet
LVL 34	ψ Norm	
HP 1300	⊗ Norm	
MP 100	f Norm	
EXP 300	▲ Norm	
GIL 420	✕ Norm	
AP 10	⊗ Norm	
	† Norm	

Area— Junction




Sp	Res	Con	St	Slw	DBL	Trnf	Sp
Def	Par	Par	Sts	Sts	Man	DB	Imp

Air Buster

MORPH	STEAL	ATTACKS
N/A	N/A	Counter Attack, Big Bomber, Blue Gun
LVL 15	ψ Norm	
HP 1200	⊗ Norm	
MP 0	f DBL EH	
EXP 180	▲ Invul	
GIL 150	✕ Norm	
AP 16	⊗ Norm	
	† Norm	

Area— Reactor




Sp	Res	Con	St	Slw	DBL	Trnf	Sp
Def	Par	Par	Sts	Sts	Man	DB	Imp

Bad Rap

MORPH N/A STEAL INK ATTACKS None

Area— Gelnba




LVL	38	ψ	Norm
HP	9000	⊗	Norm
MP	120	⊗	Norm
EXP	1050	⊗	Norm
GL	2500	⊗	Norm
AP	70	⊗	Norm
AP	70	⊗	Norm

Sp	Ref	Con	St	Str	Def	Trn	Sp
Str	Ref	Con	St	Str	Def	Trn	Sp

Bad Rap Sample

MORPH N/A STEAL N/A ATTACKS Tactics

Area— Nidgar




LVL	50	ψ	Norm
HP	13,000	⊗	Norm
MP	250	⊗	Norm
EXP	0	⊗	Norm
GL	0	⊗	Norm
AP	0	⊗	Norm
AP	0	⊗	Norm

Sp	Ref	Con	St	Str	Def	Trn	Sp
Str	Ref	Con	St	Str	Def	Trn	Sp

Bagnarada

MORPH STEAL ATTACKS GUARD DIAMOND PIN None, Dual, Poison, Break

Area— Mt. Corel




LVL	16	ψ	Invul
HP	450	⊗	Dbl Eff
MP	60	⊗	Norm
EXP	110	⊗	Norm
GL	120	⊗	Invul
AP	11	⊗	Norm
AP	11	⊗	Norm

Sp	Ref	Con	St	Str	Def	Trn	Sp
Str	Ref	Con	St	Str	Def	Trn	Sp

Bahba Velamyu

MORPH STEAL ATTACKS MUTE N/A None, Jump, Doublet, Map, Disrupter

Area— Rocket Town




LVL	23	ψ	Norm
HP	640	⊗	Norm
MP	40	⊗	Norm
EXP	285	⊗	Norm
GL	280	⊗	Norm
AP	20	⊗	Norm
AP	20	⊗	Norm

Sp	Ref	Con	St	Str	Def	Trn	Sp
Str	Ref	Con	St	Str	Def	Trn	Sp

Bandersnatch

MORPH STEAL ATTACKS ICE CRYSTAL N/A None, Brighten

Area— Bone Village




LVL	30	ψ	Dbl Eff
HP	860	⊗	Invul
MP	100	⊗	Norm
EXP	510	⊗	Norm
GL	600	⊗	Norm
AP	40	⊗	Norm
AP	40	⊗	Norm

Sp	Ref	Con	St	Str	Def	Trn	Sp
Str	Ref	Con	St	Str	Def	Trn	Sp

Bandit

MORPH STEAL ATTACKS N/A X-POTION None, Hold (sp. H)

Area— Corel Prison




LVL	17	ψ	Norm
HP	360	⊗	Norm
MP	0	⊗	Norm
EXP	99	⊗	Norm
GL	220	⊗	Norm
AP	10	⊗	Norm
AP	10	⊗	Norm

Sp	Ref	Con	St	Str	Def	Trn	Sp
Str	Ref	Con	St	Str	Def	Trn	Sp

Battery Cap

MORPH STEAL ATTACKS N/A DAZERS None, Last, Seal, Shaking

Area— Rocket Town




LVL	24	ψ	Norm
HP	640	⊗	Norm
MP	58	⊗	Norm
EXP	270	⊗	Norm
GL	386	⊗	Norm
AP	32	⊗	Norm
AP	32	⊗	Norm

Sp	Ref	Con	St	Str	Def	Trn	Sp
Str	Ref	Con	St	Str	Def	Trn	Sp

Beachplug

MORPH STEAL ATTACKS TURBO ETHER N/A None, Big Guard, Ice

Area— Costa Del Sol Beach




LVL	16	ψ	Norm
HP	200	⊗	Norm
MP	100	⊗	Norm
EXP	95	⊗	Norm
GL	155	⊗	Norm
AP	10	⊗	Norm
AP	10	⊗	Norm

Sp	Ref	Con	St	Str	Def	Trn	Sp
Str	Ref	Con	St	Str	Def	Trn	Sp

Behemoth

MORPH STEAL ATTACKS N/A PHENIX DOWN None, More LI

Area— Nidgar




LVL	45	ψ	Norm
HP	7000	⊗	Norm
MP	400	⊗	Norm
EXP	1500	⊗	Norm
GL	2200	⊗	Norm
AP	100	⊗	Norm
AP	100	⊗	Norm

Sp	Ref	Con	St	Str	Def	Trn	Sp
Str	Ref	Con	St	Str	Def	Trn	Sp

Bizarre Bug

MORPH STEAL ATTACKS N/A N/A None, Tact, Fawn

Area— West Continent




LVL	28	ψ	Norm
HP	975	⊗	Norm
MP	0	⊗	Norm
EXP	420	⊗	Norm
GL	340	⊗	Norm
AP	40	⊗	Norm
AP	40	⊗	Norm

Sp	Ref	Con	St	Str	Def	Trn	Sp
Str	Ref	Con	St	Str	Def	Trn	Sp

Black Bat

MORPH STEAL ATTACKS VAMPIRE FANG N/A None, Blood Suck

Area— Mansion Basement




LVL	25	ψ	Norm
HP	550	⊗	Norm
MP	0	⊗	Norm
EXP	270	⊗	Norm
GL	80	⊗	Norm
AP	24	⊗	Norm
AP	24	⊗	Norm

Sp	Ref	Con	St	Str	Def	Trn	Sp
Str	Ref	Con	St	Str	Def	Trn	Sp

Bloatfloat

MORPH STEAL ATTACKS HI-POTION SOFT None, Body Blow, Vacuum, Spiky Ball

Area— Mt. Corel



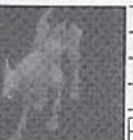
LVL	18	ψ	Norm
HP	240	⊗	Norm
MP	0	⊗	Norm
EXP	90	⊗	Norm
GL	125	⊗	Norm
AP	9	⊗	Norm
AP	9	⊗	Norm

Sp	Ref	Con	St	Str	Def	Trn	Sp
Str	Ref	Con	St	Str	Def	Trn	Sp

Blood Taste

MORPH STEAL ATTACKS N/A N/A None, Dual, Tact, Seal

Area— Reactor 2




LVL	8	ψ	Norm
HP	72	⊗	Norm
MP	0	⊗	Norm
EXP	24	⊗	Norm
GL	32	⊗	Norm
AP	2	⊗	Norm
AP	2	⊗	Norm

Sp	Ref	Con	St	Str	Def	Trn	Sp
Str	Ref	Con	St	Str	Def	Trn	Sp

Blue Dragon

MORPH STEAL ATTACKS N/A N/A None, Great, Dual, Blue Dragon, Breath, Elec, Tail, Dragon Force

Area— Gaia's Cliff



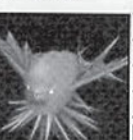
LVL	41	ψ	Norm
HP	8800	⊗	Absh
MP	500	⊗	Norm
EXP	1200	⊗	Norm
GL	1000	⊗	Norm
AP	200	⊗	Norm
AP	200	⊗	Norm

Sp	Ref	Con	St	Str	Def	Trn	Sp
Str	Ref	Con	St	Str	Def	Trn	Sp

Blugu

MORPH STEAL ATTACKS N/A N/A None, Dual, Tact, Seal

Area— Basement




LVL	4	ψ	Norm
HP	120	⊗	Norm
MP	0	⊗	Invul
EXP	18	⊗	Norm
GL	35	⊗	Norm
AP	2	⊗	Norm
AP	2	⊗	Norm

Sp	Ref	Con	St	Str	Def	Trn	Sp
Str	Ref	Con	St	Str	Def	Trn	Sp

Christopher MORPH N/A STEAL N/A ATTACKS Earth Drum

Area— The Crater



LVL	34	♣	Norm
HP	6000	♣	Norm
MP	200	♣	Norm
EXP	1300	♣	Norm
GL	80	♣	Norm
AP	80	♣	Norm
Sp	Ret	Can	St
Def	Par	Fin	SS
Max	DB	Ing	

Chuse Tank MORPH N/A STEAL N/A ATTACKS Tanking Clap, Slap


Area— Basement



LVL	6	♣	Norm
HP	36	♣	Norm
MP	0	♣	Norm
EXP	23	♣	Norm
GL	30	♣	Norm
AP	2	♣	Norm
Sp	Ret	Can	St
Def	Par	Fin	SS
Max	DB	Ing	

Cokotolis MORPH N/A STEAL N/A ATTACKS Real, Live Fish, Party Song


Area— Mt. Corel



LVL	17	♣	Norm
HP	420	♣	Norm
MP	0	♣	Norm
EXP	97	♣	Norm
GL	168	♣	Norm
AP	10	♣	Norm
Sp	Ret	Can	St
Def	Par	Fin	SS
Max	DB	Ing	

Corneo's Lackey MORPH N/A STEAL N/A ATTACKS Sub. Machine Gun

Area— Corneo's Mansion



LVL	8	♣	Norm
HP	42	♣	Norm
MP	0	♣	Norm
EXP	8	♣	Norm
GL	10	♣	Norm
AP	0	♣	Norm
Sp	Ret	Can	St
Def	Par	Fin	SS
Max	DB	Ing	

Corvette MORPH N/A STEAL N/A ATTACKS Bodyblow, Gash Spinning Cut, Slap


Area— Water Tunnel



LVL	36	♣	Norm
HP	3200	♣	Norm
MP	260	♣	Norm
EXP	1050	♣	Norm
GL	2200	♣	Norm
AP	60	♣	Norm
Sp	Ret	Can	St
Def	Par	Fin	SS
Max	DB	Ing	

Crawler MORPH N/A STEAL N/A ATTACKS Etc. Gd/Boat


Area— Mythril Caves



LVL	15	♣	Norm
HP	140	♣	Norm
MP	48	♣	Norm
EXP	56	♣	Norm
GL	65	♣	Norm
AP	6	♣	Norm
Sp	Ret	Can	St
Def	Par	Fin	SS
Max	DB	Ing	

Crazysaw MORPH TURBO STEAL MUTE ATTACKS Opponent, N/A


Area— Midgar



LVL	44	♣	Norm
HP	39,000	♣	Norm
MP	340	♣	Norm
EXP	800	♣	Norm
GL	1300	♣	Norm
AP	80	♣	Norm
Sp	Ret	Can	St
Def	Par	Fin	SS
Max	DB	Ing	

Cromwell MORPH N/A STEAL N/A ATTACKS Normal Slit


Area— Midgar



LVL	42	♣	Norm
HP	3500	♣	Norm
MP	120	♣	Norm
EXP	800	♣	Norm
GL	1500	♣	Norm
AP	80	♣	Norm
Sp	Ret	Can	St
Def	Par	Fin	SS
Max	DB	Ing	

Cripshay MORPH N/A STEAL POTION ATTACKS Fan, Dual Spin, Fire


Area— Train Graveyard



LVL	8	♣	Norm
HP	100	♣	Norm
MP	0	♣	Norm
EXP	26	♣	Norm
GL	53	♣	Norm
AP	3	♣	Norm
Sp	Ret	Can	St
Def	Par	Fin	SS
Max	DB	Ing	

Crown Lance MORPH DREAM STEAL N/A ATTACKS DREAM POWER


Area— CC Beaches



LVL	20	♣	Norm
HP	440	♣	Norm
MP	70	♣	Norm
EXP	225	♣	Norm
GL	400	♣	Norm
AP	23	♣	Norm
Sp	Ret	Can	St
Def	Par	Fin	SS
Max	DB	Ing	

Cuahl MORPH TRANQUILIZER STEAL TRANQUILIZER ATTACKS Light Spell

Area— Gaea's Cliff



LVL	33	♣	Norm
HP	1300	♣	Norm
MP	60	♣	Norm
EXP	720	♣	Norm
GL	800	♣	Norm
AP	70	♣	Norm
Sp	Ret	Can	St
Def	Par	Fin	SS
Max	DB	Ing	

Custom Sweeper MORPH X-POTION STEAL ANOMIC SCISSORS ATTACKS W/ Machine Gun, Scissors, Dual, Works Magic

Enemy Skill— Matra Magic

Area— Midgar

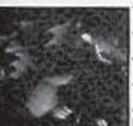


LVL	15	♣	Norm
HP	300	♣	Norm
MP	100	♣	Norm
EXP	63	♣	Norm
GL	120	♣	Norm
AP	7	♣	Norm
Sp	Ret	Can	St
Def	Par	Fin	SS
Max	DB	Ing	

Dark Dragon MORPH N/A STEAL DRAGON AMULET ATTACKS Dragon Force, Claw, Bite

Enemy Skill— Dragon Force

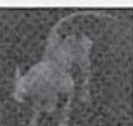
Area— The Crater



LVL	57	♣	Norm
HP	14,000	♣	Norm
MP	600	♣	Norm
EXP	5000	♣	Norm
GL	2500	♣	Norm
AP	350	♣	Norm
Sp	Ret	Can	St
Def	Par	Fin	SS
Max	DB	Ing	

Dark Nation MORPH N/A STEAL N/A ATTACKS N/A


Area— Shinra HQ



LVL	3	♣	Norm
HP	42	♣	Norm
MP	0	♣	Norm
EXP	20	♣	Norm
GL	12	♣	Norm
AP	2	♣	Norm
Sp	Ret	Can	St
Def	Par	Fin	SS
Max	DB	Ing	

Death Claw MORPH N/A STEAL PLATINUM BANGLE ATTACKS Claw, Death Claw, Laser

Area— Corel Prison




LVL	19	♣	Norm
HP	400	♣	Norm
MP	120	♣	Norm
EXP	96	♣	Norm
GL	168	♣	Norm
AP	10	♣	Norm
Sp	Ret	Can	St
Def	Par	Fin	SS
Max	DB	Ing	

Dyne

MORPH	STEAL	ATTACKS
N/A	N/A	Reckless, S.F. 500, Nerve Sack
LVL 23	ψ Norm	
HP 1200	⊗ Norm	
MP 20	↑ Norm	
EXP 600	▲ Norm	
GL 750	× Norm	
AP 55	⊖ Norm	
	⊕ Norm	

Area— Coal Pits Desert




Stp	Rat	Gr	St	Sw	Trk	Sp
Dir	Pst	Par	St	St	Max	Dir

Eagle Gun

MORPH	STEAL	ATTACKS
N/A	WARRIOR BRACELET	Single Wing Fire, 2nd Wing Fire
LVL 46	ψ Norm	
HP 17,000	⊗ Norm	
MP 50	↑ Dbl EH	
EXP 2000	▲ Vln	
GL 3800	× Norm	
AP 90	⊖ Norm	
	⊕ Norm	

Area— Coal Train




Stp	Rat	Gr	St	Sw	Trk	Sp
Dir	Pst	Par	St	St	Max	Dir

Elena

MORPH	STEAL	ATTACKS
N/A	MINERVA BRACELET	Flame Light, Dark
LVL 53	ψ Norm	
HP 30,000	⊗ Absh	
MP 100	↑ Norm	
EXP 6400	▲ Norm	
GL 7000	× Norm	
AP 800	⊖ Norm	
	⊕ Norm	

Area— Midgar




Stp	Rat	Gr	St	Sw	Trk	Sp
Dir	Pst	Par	St	St	Max	Dir

Elfadunk

MORPH	STEAL	ATTACKS
N/A	HI-POTION	Reckless, Shaver
LVL 14	ψ Norm	
HP 220	⊗ Norm	
MP 34	↑ Norm	
EXP 64	▲ Norm	
GL 140	× Norm	
AP 7	⊖ Norm	
	⊕ Norm	

Area— Chocobo Farm



Stp	Rat	Gr	St	Sw	Trk	Sp
Dir	Pst	Par	St	St	Max	Dir

Epilonis

MORPH	STEAL	ATTACKS
N/A	WIZARD BRACELET	Red Feet, Taps, Red Tail
LVL 36	ψ Norm	
HP 1800	⊗ Norm	
MP 90	↑ Norm	
EXP 950	▲ Norm	
GL 1500	× Norm	
AP 70	⊖ Norm	
	⊕ Norm	

Area— Ancient Forest

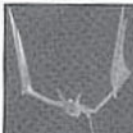


Stp	Rat	Gr	St	Sw	Trk	Sp
Dir	Pst	Par	St	St	Max	Dir

Evilhead

MORPH	STEAL	ATTACKS
N/A	N/A	Dead Sack, Weapon
LVL 28	ψ Norm	
HP 740	⊗ Norm	
MP 45	↑ Norm	
EXP 650	▲ Norm	
GL 400	× Norm	
AP 50	⊖ Norm	
	⊕ Norm	

Area— Gaea's Cliff




Stp	Rat	Gr	St	Sw	Trk	Sp
Dir	Pst	Par	St	St	Max	Dir

Flapbeat

MORPH	STEAL	ATTACKS
T/S BOMB	T/S BOMB	Turbine Flying Sacks
LVL 18	ψ Norm	
HP 330	⊗ Norm	
MP 60	↑ Norm	
EXP 140	▲ Inval	
GL 186	× Norm	
AP 15	⊖ Norm	
	⊕ Dbl EH	

Area— North Gate, Gold Saucer




Stp	Rat	Gr	St	Sw	Trk	Sp
Dir	Pst	Par	St	St	Max	Dir

Flower Prong

MORPH	STEAL	ATTACKS
N/A	N/A	Dbl
LVL 19	ψ Dbl EH	
HP 550	⊗ Norm	
MP 68	↑ Norm	
EXP 240	▲ Dbl EH	
GL 400	× Norm	
AP 24	⊖ Norm	
	⊕ Norm	

Area— Gongaga




Stp	Rat	Gr	St	Sw	Trk	Sp
Dir	Pst	Par	St	St	Max	Dir

Formula

MORPH	STEAL	ATTACKS
N/A	N/A	SPEED BOOMBURST, DRINK
LVL 16	ψ Norm	
HP 240	⊗ Norm	
MP 100	↑ Norm	
EXP 65	▲ Norm	
GL 120	× Norm	
AP 7	⊖ Norm	
	⊕ Dbl EH	

Area— FL Condo




Stp	Rat	Gr	St	Sw	Trk	Sp
Dir	Pst	Par	St	St	Max	Dir

Foulander

MORPH	STEAL	ATTACKS
N/A	N/A	Dark, Flame Dance
LVL 27	ψ Absh	
HP 800	⊗ Norm	
MP 100	↑ Norm	
EXP 440	▲ Norm	
GL 460	× Norm	
AP 34	⊖ Norm	
	⊕ Norm	

Area— Du-chao Statue



Stp	Rat	Gr	St	Sw	Trk	Sp
Dir	Pst	Par	St	St	Max	Dir

Frozen Nail

MORPH	STEAL	ATTACKS
N/A	N/A	Cold, Ice, Snow Sack
LVL 28	ψ Norm	
HP 1300	⊗ Norm	
MP 100	↑ Norm	
EXP 520	▲ Norm	
GL 800	× Norm	
AP 50	⊖ Norm	
	⊕ Norm	

Area— Great Glacier




Stp	Rat	Gr	St	Sw	Trk	Sp
Dir	Pst	Par	St	St	Max	Dir

Gagighandi

MORPH	STEAL	ATTACKS
REMEDY	SOFT	Cure, Snow Sack
LVL 19	ψ Norm	
HP 480	⊗ Norm	
MP 55	↑ Norm	
EXP 173	▲ Inval	
GL 220	× Norm	
AP 18	⊖ Norm	
	⊕ Norm	

Area— CC, CC Jungle




Stp	Rat	Gr	St	Sw	Trk	Sp
Dir	Pst	Par	St	St	Max	Dir

Gargoyle

MORPH	STEAL	ATTACKS
N/A	N/A	Fire, Ice, St. Death
LVL 43	ψ Norm	
HP 2000	⊗ Norm	
MP 200	↑ Norm	
EXP 800	▲ Norm	
GL 2500	× Norm	
AP 80	⊖ Norm	
	⊕ Norm	

Area— The Crater




Stp	Rat	Gr	St	Sw	Trk	Sp
Dir	Pst	Par	St	St	Max	Dir

Garuda

MORPH	STEAL	ATTACKS
N/A	N/A	Red, Ice, Red
LVL 29	ψ Norm	
HP 1400	⊗ Absh	
MP 200	↑ Absh	
EXP 520	▲ Inval	
GL 520	× Norm	
AP 30	⊖ Norm	
	⊕ Norm	

Area— Du-chao Statue




Stp	Rat	Gr	St	Sw	Trk	Sp
Dir	Pst	Par	St	St	Max	Dir

Gas Ducter

MORPH	STEAL	ATTACKS
N/A	N/A	Pack, Bag, Hat
LVL 42	ψ Norm	
HP 3000	⊗ Norm	
MP 200	↑ Norm	
EXP 900	▲ Absh	
GL 1200	× Norm	
AP 80	⊖ Norm	
	⊕ Norm	

Area— Coal Train



Stp	Rat	Gr	St	Sw	Trk	Sp
Dir	Pst	Par	St	St	Max	Dir

LVL	The monster's level
HP	Monster's Hit Point level
MP	Monster's Magic Point level
EXP	Experience points gained
GIL	Gil received for defeating monster
AP	Experience gained

Fire	Normal	Slp	Stupor
Ice	Normal	Stk	Stun
Lightning	Double Effect	Par	Paralysis
Earth	Insulnerable	Stn	Stone
Poison	Absorbs	SS	Slowly stone
Gravity	Cuts damage	Man	Manipulate
Water	in half	Dch	Death
Wind	Sleep	Imp	Impossible to fight
Holy	Return		
	Confusion		
	Silence		
	Slow		
	Darkness		
	Transform		

Dark box: Effects monster
Light box: No effect on monster

Ghirofelgo	MORPH N/A	STEAL N/A	ATTACKS Slab
LVL 26			ψ Norm
HP 1600			⊗ Norm
MP 0			↑ Norm
EXP 380			⬆ Invol
GIL 300			⊗ Norm
AP 44			⊗ Dbl Eff
			⊗ Norm
			↑ Norm

Area— Shinra Mansion



Ghost	MORPH N/A	STEAL GHOST HAND	ATTACKS Slap, Drain
LVL 10			ψ Dbl Eff
HP 130			⊗ Norm
MP 80			↑ Norm
EXP 30			⬆ Invol
GIL 22			⊗ Norm
AP 3			⊗ Norm
			↑ Dbl Eff

Area— Train Graveyard



Ghost Ship	MORPH GUIDE BOOK	STEAL PHOENIX DOWN	ATTACKS Coral, Green Fox, Slap, Guarded
LVL 44			ψ Norm
HP 6600			⊗ Norm
MP 100			↑ Norm
EXP 1600			⬆ Invol
GIL 2000			⊗ Norm
AP 60			⊗ Dbl Eff

Area— Water Tunnel



Gi Nattak	MORPH N/A	STEAL N/A	ATTACKS Tale One, April 11
LVL 29			ψ Norm
HP 5500			⊗ Norm
MP 200			↑ Norm
EXP 1400			⬆ Invol
GIL 3000			⊗ Norm
AP 150			⊗ Norm
			↑ Dbl Eff

Area— One of the GACC Caves



Gi Spector	MORPH N/A	STEAL N/A	ATTACKS Death Sentence
LVL 23			ψ Dbl Eff
HP 450			⊗ Norm
MP 88			↑ Norm
EXP 260			⬆ Invol
GIL 150			⊗ Norm
AP 20			⊗ Norm
			↑ Dbl Eff

Enemy Skill— Death Sentence

Area— Cave of the Gi



Gighee	MORPH N/A	STEAL ELIXIR	ATTACKS Standard March, Kick
LVL 34			ψ Norm
HP 5500			⊗ Norm
MP 100			↑ Norm
EXP 700			⬆ Invol
GIL 600			⊗ Norm
AP 60			⊗ Norm
			↑ Norm

Area— The Crater



Goblin	MORPH N/A	STEAL ZEIO NUT	ATTACKS Right, Goblin Punch, Squeeze
LVL 40			ψ Norm
HP 2000			⊗ Norm
MP 80			↑ Norm
EXP 20			⬆ Invol
GIL 20			⊗ Norm
AP 20			⊗ Norm
			↑ Norm

Enemy Skill— Goblin Punch

Area— NE Island



Godo	MORPH N/A	STEAL N/A	ATTACKS Conf, Head Sock, Drain, Head, Head
LVL 36			ψ Norm
HP 6000			⊗ Norm
MP 240			↑ Norm
EXP 5000			⬆ Invol
GIL 40,000			⊗ Norm
AP 60			⊗ Norm
			↑ Norm

Enemy Skill— Trine

Area— Wutai Village



Golem	MORPH N/A	STEAL TURBO ETHER	ATTACKS Finger Slap, Magazine Punch
LVL 24			ψ Norm
HP 1000			⊗ Norm
MP 0			↑ Norm
EXP 300			⬆ Invol
GIL 500			⊗ Norm
AP 22			⊗ Norm
			↑ Norm

Area— Cosmo Canyon



Gorki	MORPH N/A	STEAL N/A	ATTACKS Beret, Paper, Drill, Kick
LVL 30			ψ Norm
HP 3000			⊗ Norm
MP 150			↑ Norm
EXP 1500			⬆ Invol
GIL 0			⊗ Norm
AP 50			⊗ Norm
			↑ Norm

Area— Wutai Village



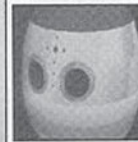
Grand Horn	MORPH HI-POTION	STEAL N/A	ATTACKS Punch, Grand Punch
LVL 19			ψ Norm
HP 460			⊗ Norm
MP 43			↑ Norm
EXP 180			⬆ Invol
GIL 240			⊗ Norm
AP 15			⊗ Norm
			↑ Norm

Area— Cosmo Canyon/Gorge



Grangalan	MORPH N/A	STEAL N/A	ATTACKS Stone Wheel
LVL 16			ψ Norm
HP 550			⊗ Norm
MP 60			↑ Norm
EXP 88			⬆ Invol
GIL 220			⊗ Norm
AP 10			⊗ Norm
			↑ Norm

Area— Costa Del Sol



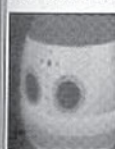
Grangalan Jr.	MORPH N/A	STEAL N/A	ATTACKS Claw, Ball, Mace
LVL 15			ψ Norm
HP 330			⊗ Norm
MP 40			↑ Norm
EXP 77			⬆ Invol
GIL 110			⊗ Norm
AP 8			⊗ Norm
			↑ Norm

Area— Costa Del Sol



Grangalan Jr. Jr.

Area— Costa Del Sol



MORPH	STEAL	ATTACKS
N/A	N/A	Stun Wind
LVL 14	ψ Norm	
HP 110	⊗ Norm	
MP 20	⊕ Norm	
EXP 66	⊖ Norm	
GL 55	⊗ Norm	
AP 6	⊕ Norm	
	⊖ Norm	

Stp	Ret	Con	St	Shw	Dk	Trk	Sp
Stk	Par	Par	Sts	Sts	Max	Sts	Imp

Grashtrike

Area— Subway



MORPH	STEAL	ATTACKS
N/A	N/A	Stk, Shw
LVL 8	ψ Norm	
HP 42	⊗ Norm	
MP 0	⊕ Norm	
EXP 20	⊖ Norm	
GL 20	⊗ Norm	
AP 2	⊕ Norm	
	⊖ Norm	

Stp	Ret	Con	St	Shw	Dk	Trk	Sp
Stk	Par	Par	Sts	Sts	Max	Sts	Imp

Gremlin

Area— Whirlwind Maze



MORPH	STEAL	ATTACKS
X-PTION	TENT	Obs, Det, Mach
LVL 36	ψ Norm	
HP 1500	⊗ Norm	
MP 100	⊕ Norm	
EXP 750	⊖ Norm	
GL 750	⊗ Norm	
AP 60	⊕ Norm	
	⊖ Norm	

Stp	Ret	Con	St	Shw	Dk	Trk	Sp
Stk	Par	Par	Sts	Sts	Max	Sts	Imp

Grenade

Area— Whirlwind Maze



MORPH	STEAL	ATTACKS
N/A	RIGHT ARM	Doub Blast, Bodyflow
LVL 32	ψ Inval	
HP 2000	⊗ Norm	
MP 0	⊕ Norm	
EXP 900	⊖ Norm	
GL 400	⊗ Norm	
AP 100	⊕ Norm	
	⊖ Norm	

Stp	Ret	Con	St	Shw	Dk	Trk	Sp
Stk	Par	Par	Sts	Sts	Max	Sts	Imp

Grenade Combatant

Area— Shinra Tower



MORPH	STEAL	ATTACKS
N/A	TRANQUILIZER	Stk, Head Grenade
LVL 10	ψ Norm	
HP 130	⊗ Norm	
MP 0	⊕ Norm	
EXP 42	⊖ Norm	
GL 72	⊗ Norm	
AP 4	⊕ Norm	
	⊖ Norm	

Stp	Ret	Con	St	Shw	Dk	Trk	Sp
Stk	Par	Par	Sts	Sts	Max	Sts	Imp

Griffin

Area— Cosmo Canyon



MORPH	STEAL	ATTACKS
PHENIX DOWN	PHENIX DOWN	Peacock, Stk
LVL 21	ψ Norm	
HP 760	⊗ Norm	
MP 40	⊕ Norm	
EXP 260	⊖ Norm	
GL 350	⊗ Norm	
AP 25	⊕ Norm	
	⊖ Norm	

Stp	Ret	Con	St	Shw	Dk	Trk	Sp
Stk	Par	Par	Sts	Sts	Max	Sts	Imp

Grimguard

Area— Coral Valley



MORPH	STEAL	ATTACKS
N/A	SHRIVEL	Grn Ref, Spn Shield, Bld, Lcd
LVL 31	ψ Norm	
HP 880	⊗ Norm	
MP 120	⊕ Norm	
EXP 600	⊖ Norm	
GL 560	⊗ Norm	
AP 45	⊕ Norm	
	⊖ Norm	

Stp	Ret	Con	St	Shw	Dk	Trk	Sp
Stk	Par	Par	Sts	Sts	Max	Sts	Imp

Grosspanzer

Area— Midgar



MORPH	STEAL	ATTACKS
N/A	N/A	Wagon, Blasts, Machine Gun, Fan
LVL 46	ψ Norm	
HP 4600	⊗ Norm	
MP 200	⊕ Norm	
EXP 800	⊖ Norm	
GL 2100	⊗ Norm	
AP 80	⊕ Norm	
	⊖ Norm	

Stp	Ret	Con	St	Shw	Dk	Trk	Sp
Stk	Par	Par	Sts	Sts	Max	Sts	Imp

Grunt

Area— Reactor



MORPH	STEAL	ATTACKS
N/A	N/A	Punch, Beam Gun
LVL 7	ψ Norm	
HP 40	⊗ Norm	
MP 0	⊕ Norm	
EXP 22	⊖ Norm	
GL 15	⊗ Norm	
AP 2	⊕ Norm	
	⊖ Norm	

Stp	Ret	Con	St	Shw	Dk	Trk	Sp
Stk	Par	Par	Sts	Sts	Max	Sts	Imp

Guard Hound

Area— Streets



MORPH	STEAL	ATTACKS
N/A	N/A	Bite
LVL 3	ψ Norm	
HP 42	⊗ Norm	
MP 0	⊕ Norm	
EXP 20	⊖ Norm	
GL 12	⊗ Norm	
AP 2	⊕ Norm	
	⊖ Norm	

Stp	Ret	Con	St	Shw	Dk	Trk	Sp
Stk	Par	Par	Sts	Sts	Max	Sts	Imp

Guard Scorpion

Area— Reactor



MORPH	STEAL	ATTACKS
N/A	N/A	Search Scope, Scorpion Tail, Pth Tail
LVL 12	ψ Norm	
HP 800	⊗ Norm	
MP 0	⊕ Norm	
EXP 100	⊖ Norm	
GL 100	⊗ Norm	
AP 10	⊕ Norm	
	⊖ Norm	

Stp	Ret	Con	St	Shw	Dk	Trk	Sp
Stk	Par	Par	Sts	Sts	Max	Sts	Imp

Guard System

Area— Junon



MORPH	STEAL	ATTACKS
N/A	N/A	None
LVL 35	ψ Norm	
HP 2200	⊗ Norm	
MP 200	⊕ Norm	
EXP 1100	⊖ Norm	
GL 1200	⊗ Norm	
AP 80	⊕ Norm	
	⊖ Norm	

Stp	Ret	Con	St	Shw	Dk	Trk	Sp
Stk	Par	Par	Sts	Sts	Max	Sts	Imp

Guardian

Area— Underwater Reactor



MORPH	STEAL	ATTACKS
N/A	N/A	Jumping Blast, Rocket Punch, Whirlpool Punch
LVL 40	ψ Norm	
HP 4000	⊗ Norm	
MP 340	⊕ Norm	
EXP 940	⊖ Norm	
GL 500	⊗ Norm	
AP 60	⊕ Norm	
	⊖ Norm	

Stp	Ret	Con	St	Shw	Dk	Trk	Sp
Stk	Par	Par	Sts	Sts	Max	Sts	Imp

Gun Carrier

Area— Underwater Reactor



MORPH	STEAL	ATTACKS
N/A	N/A	Normal Shot, Bodyflow
LVL 39	ψ Norm	
HP 3400	⊗ Norm	
MP 240	⊕ Norm	
EXP 860	⊖ Norm	
GL 1600	⊗ Norm	
AP 75	⊕ Norm	
	⊖ Norm	

Stp	Ret	Con	St	Shw	Dk	Trk	Sp
Stk	Par	Par	Sts	Sts	Max	Sts	Imp

Hammer Blaster

Area— Shinra Tower



MORPH	STEAL	ATTACKS
N/A	N/A	Pound
LVL 12	ψ Norm	
HP 210	⊗ Norm	
MP 0	⊕ Norm	
EXP 43	⊖ Norm	
GL 80	⊗ Norm	
AP 5	⊕ Norm	
	⊖ Norm	

Stp	Ret	Con	St	Shw	Dk	Trk	Sp
Stk	Par	Par	Sts	Sts	Max	Sts	Imp

LVL	The monster's level
HP	Monster's Hit Point level
MP	Monster's Magic Point level
EXP	Experience points gained
GIL	Gil received for defeating monster
AP	Experience gained

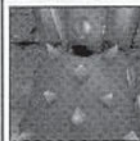
☺	Fire
☼	Ice
⚡	Lightning
🌍	Earth
☠	Poison
⚖	Gravity
💧	Water
🌬	Wind
✝	Holy

Norm	Normal
Dbl	Double Effect
Inv	Invulnerable
Abs	Absorbs
Dmg	Cuts damage
	in half
Slp	Sleep
Ret	Return
Con	Confusion
Sil	Silence
Slw	Slow
Drk	Darkness
Trnsf	Transform

Sp	Stop
Bsk	Berserk
Psn	Poison
Par	Paralysis
Stn	Stone
SS	Slowly stone
Man	Manipulate
Dth	Death
Imp	Impossible to fight
Dark box	Effects monster
Light box	No effect on monster

Hard Attacker

Area— Underwater Reactor



MORPH	STEAL	ATTACKS
N/A	N/A	Basic Atk, St
LVL 32	☺ Norm	☼ Dmg 1/2
HP 2500	☼ Norm	☼ Norm
MP 150	☼ Norm	☼ Norm
EXP 750	☼ Norm	☼ Norm
GIL 600	☼ Dmg 1/2	☼ Norm
AP 58	☼ Norm	☼ Norm
Sp	Ret	Con
Stn	Par	Stn
SS	Man	Drk
Imp	Dth	Trnsf

Harpy

Area— Gold Saucer



MORPH	STEAL	ATTACKS
N/A	N/A	N/A
LVL 37	☺ Norm	☼ Norm
HP 3000	☼ Norm	☼ Norm
MP 280	☼ Norm	☼ Norm
EXP 800	☼ Norm	☼ Norm
GIL 1500	☼ Norm	☼ Norm
AP 80	☼ Norm	☼ Norm
Sp	Ret	Con
Stn	Par	Stn
SS	Man	Drk
Imp	Dth	Trnsf

Head Hunter

Area— Southern Islands



MORPH	STEAL	ATTACKS
N/A	TRANSLUCID	Basic, Rising Dragon
LVL 30	☺ Norm	☼ Norm
HP 2000	☼ Norm	☼ Norm
MP 100	☼ Norm	☼ Norm
EXP 650	☼ Norm	☼ Norm
GIL 450	☼ Norm	☼ Norm
AP 80	☼ Norm	☼ Norm
Sp	Ret	Con
Stn	Par	Stn
SS	Man	Drk
Imp	Dth	Trnsf

Headbomber

Area— Gaea's Cliff



MORPH	STEAL	ATTACKS
N/A	TRANSLUCID	Basic, Punch, Down Back
LVL 35	☺ Norm	☼ Norm
HP 1600	☼ Norm	☼ Norm
MP 200	☼ Norm	☼ Norm
EXP 640	☼ Norm	☼ Norm
GIL 460	☼ Norm	☼ Norm
AP 64	☼ Norm	☼ Norm
Sp	Ret	Con
Stn	Par	Stn
SS	Man	Drk
Imp	Dth	Trnsf

Heavy Tank

Area— Gougga



MORPH	STEAL	ATTACKS
N/A	PHENIX DOWN	Charge, Whirls Attack, Big Spin
LVL 21	☺ Norm	☼ Norm
HP 1600	☼ Norm	☼ Norm
MP 25	☼ Norm	☼ Norm
EXP 340	☼ Norm	☼ Norm
GIL 1300	☼ Norm	☼ Norm
AP 45	☼ Norm	☼ Norm
Sp	Ret	Con
Stn	Par	Stn
SS	Man	Drk
Imp	Dth	Trnsf

Hedgehog Pie

Area— Church



MORPH	STEAL	ATTACKS
N/A	N/A	Fire, Charge
LVL 6	☺ Norm	☼ Dbl Eff
HP 40	☼ Norm	☼ Norm
MP 52	☼ Norm	☼ Norm
EXP 6	☼ Norm	☼ Norm
GIL 40	☼ Norm	☼ Norm
AP 52	☼ Norm	☼ Norm
Sp	Ret	Con
Stn	Par	Stn
SS	Man	Drk
Imp	Dth	Trnsf

Heg

Area— Cave of the Gaea's Caves



MORPH	STEAL	ATTACKS
N/A	N/A	Poison Fang, Hot Wing
LVL 22	☺ Norm	☼ Dbl Eff
HP 400	☼ Norm	☼ Norm
MP 0	☼ Norm	☼ Norm
EXP 250	☼ Norm	☼ Norm
GIL 240	☼ Norm	☼ Norm
AP 20	☼ Norm	☼ Norm
Sp	Ret	Con
Stn	Par	Stn
SS	Man	Drk
Imp	Dth	Trnsf

Heli Gunner

Area— Shina Tower



MORPH	STEAL	ATTACKS
N/A	AB CANNON FIRING LINE	Cannon, Flying Drill
LVL 19	☺ Norm	☼ Norm
HP 1000	☼ Norm	☼ Dbl Eff
MP 0	☼ Norm	☼ Norm
EXP 250	☼ Norm	☼ Norm
GIL 200	☼ Norm	☼ Norm
AP 25	☼ Norm	☼ Norm
Sp	Ret	Con
Stn	Par	Stn
SS	Man	Drk
Imp	Dth	Trnsf

Hell House

Area— Shuma



MORPH	STEAL	ATTACKS
N/A	N/A	Hell Bomber, Dark, Suicide Drop, Hell
LVL 11	☺ Norm	☼ Norm
HP 450	☼ Norm	☼ Norm
MP 0	☼ Norm	☼ Norm
EXP 44	☼ Norm	☼ Norm
GIL 250	☼ Norm	☼ Norm
AP 6	☼ Norm	☼ Norm
Sp	Ret	Con
Stn	Par	Stn
SS	Man	Drk
Imp	Dth	Trnsf

Hell Rider VR2

Area— Ft. Condor



MORPH	STEAL	ATTACKS
N/A	HI-POTION	Stomp, Electrifying
LVL 18	☺ Norm	☼ Norm
HP 350	☼ Norm	☼ Norm
MP 50	☼ Norm	☼ Norm
EXP 72	☼ Norm	☼ Dmg 1/2
GIL 165	☼ Norm	☼ Norm
AP 8	☼ Norm	☼ Norm
Sp	Ret	Con
Stn	Par	Stn
SS	Man	Drk
Imp	Dth	Trnsf

Helletic Hojo

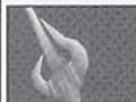
Area— Midgar



MORPH	STEAL	ATTACKS
N/A	N/A	None
LVL 55	☺ Norm	☼ Norm
HP 26,000	☼ Norm	☼ Norm
MP 260	☼ Norm	☼ Norm
EXP 0	☼ Norm	☼ Norm
GIL 0	☼ Norm	☼ Norm
AP 0	☼ Norm	☼ Norm
Sp	Ret	Con
Stn	Par	Stn
SS	Man	Drk
Imp	Dth	Trnsf

Helletic Hojo —Left Arm

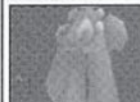
Area— Midgar



MORPH	STEAL	ATTACKS
N/A	N/A	None
LVL 55	☺ Norm	☼ Norm
HP 24,000	☼ Norm	☼ Norm
MP 400	☼ Norm	☼ Norm
EXP 0	☼ Norm	☼ Norm
GIL 0	☼ Norm	☼ Norm
AP 0	☼ Norm	☼ Norm
Sp	Ret	Con
Stn	Par	Stn
SS	Man	Drk
Imp	Dth	Trnsf

Helletic Hojo —Right Arm

Area— Midgar



MORPH	STEAL	ATTACKS
N/A	N/A	None
LVL 55	☺ Norm	☼ Norm
HP 5000	☼ Norm	☼ Norm
MP 300	☼ Norm	☼ Norm
EXP 0	☼ Norm	☼ Norm
GIL 0	☼ Norm	☼ Norm
AP 0	☼ Norm	☼ Norm
Sp	Ret	Con
Stn	Par	Stn
SS	Man	Drk
Imp	Dth	Trnsf

Hippogriff

MORPH	STEAL	ATTACKS
N/A	N/A	12 Goshawk, Peck, Pounce
LVL 37	♀ Norm	
HP 3000	♂ Norm	
MP 280	♀ Norm	
EXP 800	♂ Norm	
GL 1500	♀ Norm	
AP 80	♂ Norm	

Area—Southern Islands



Sly	Int	Con	St	Str	Dk	Trst	Sp
Str	Per	Par	Sts	SS	Max	Dk	Imp

Hojo

MORPH	STEAL	ATTACKS
N/A	N/A	Captch
LVL 34	♀ Norm	
HP 11,000	♂ Norm	
MP 120	♀ Norm	
EXP 2000	♂ Norm	
GL 2200	♀ Norm	
AP 150	♂ Norm	

Area—Midgar

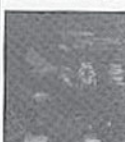


Sly	Int	Con	St	Str	Dk	Trst	Sp
Str	Per	Par	Sts	SS	Max	Dk	Imp

Hundred Gunner

MORPH	STEAL	ATTACKS
AUX	HIDDEN	Miss Artillery, Wave Artillery
LVL 18	♀ Norm	
HP 1500	♂ Norm	
MP 0	♀ Norm	
EXP 330	♂ Norm	
GL 300	♀ Norm	
AP 35	♂ Norm	

Area—Shiner Tower



Sly	Int	Con	St	Str	Dk	Trst	Sp
Str	Per	Par	Sts	SS	Max	Dk	Imp

Hungry

MORPH	STEAL	ATTACKS
N/A	N/A	Wick Hit
LVL 33	♀ Norm	
HP 2000	♂ Norm	
MP 100	♀ Norm	
EXP 700	♂ Norm	
GL 600	♀ Norm	
AP 60	♂ Norm	

Area—Bone Village



Sly	Int	Con	St	Str	Dk	Trst	Sp
Str	Per	Par	Sts	SS	Max	Dk	Imp

Ice Golom

MORPH	STEAL	ATTACKS
N/A	N/A	HP-POTION, Cold Sleep, Wide Screen, Body Blow
LVL 40	♀ Norm	
HP 4000	♂ Absh	
MP 30	♀ Norm	
EXP 1000	♂ Norm	
GL 1500	♀ Norm	
AP 70	♂ Norm	

Area—Great Glacier



Sly	Int	Con	St	Str	Dk	Trst	Sp
Str	Per	Par	Sts	SS	Max	Dk	Imp

Icicle

MORPH	STEAL	ATTACKS
N/A	N/A	Ice Drop
LVL 30	♀ Dbl Eff	
HP 3000	♂ Norm	
MP 300	♀ Dbl Eff	
EXP 500	♂ Norm	
GL 0	♀ Dbl Eff	
AP 0	♂ Norm	

Area—Gaea's Cliff



Sly	Int	Con	St	Str	Dk	Trst	Sp
Str	Per	Par	Sts	SS	Max	Dk	Imp

Iron Man

MORPH	STEAL	ATTACKS
N/A	ELIXIR	Sword Stick, Great Sword, Admiration
LVL 46	♀ Dmg 1/2	
HP 20,000	♂ Dmg 1/2	
MP 100	♀ Norm	
EXP 10,000	♂ Dmg 1/2	
GL 600	♀ Norm	
AP 150	♂ Dbl Eff	

Area—The Crater



Sly	Int	Con	St	Str	Dk	Trst	Sp
Str	Per	Par	Sts	SS	Max	Dk	Imp

Ironite

MORPH	STEAL	ATTACKS
N/A	PHENIX DOWN	Red Heart, Red Wings, Shield
LVL 30	♀ Norm	
HP 2400	♂ Norm	
MP 100	♀ Norm	
EXP 900	♂ Norm	
GL 680	♀ Norm	
AP 48	♂ Norm	

Area—Whirlwind Maze



Sly	Int	Con	St	Str	Dk	Trst	Sp
Str	Per	Par	Sts	SS	Max	Dk	Imp

Jayujayme

MORPH	STEAL	ATTACKS
N/A	N/A	Bite, Confusion, SNA, Thunder
LVL 28	♀ Norm	
HP 640	♂ Norm	
MP 20	♀ Norm	
EXP 410	♂ Norm	
GL 350	♀ Norm	
AP 35	♂ Norm	

Area—Di-Chao Statue



Sly	Int	Con	St	Str	Dk	Trst	Sp
Str	Per	Par	Sts	SS	Max	Dk	Imp

Jemnezmy

MORPH	STEAL	ATTACKS
N/A	N/A	GM Breath, Fascination
LVL 24	♀ Norm	
HP 800	♂ Inval	
MP 80	♀ Norm	
EXP 510	♂ Dbl Eff	
GL 400	♀ Norm	
AP 50	♂ Norm	

Area—Temple of Ancients



Sly	Int	Con	St	Str	Dk	Trst	Sp
Str	Per	Par	Sts	SS	Max	Dk	Imp

Jenova-BIRTH

MORPH	STEAL	ATTACKS
N/A	N/A	Tail Lash, Whirl, Goo
LVL 25	♀ Norm	
HP 4000	♂ Norm	
MP 110	♀ Norm	
EXP 680	♂ Norm	
GL 800	♀ Inval	
AP 64	♂ Norm	

Area—Shinra Boat

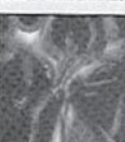


Sly	Int	Con	St	Str	Dk	Trst	Sp
Str	Per	Par	Sts	SS	Max	Dk	Imp

Jenova-DEATH

MORPH	STEAL	ATTACKS
N/A	N/A	Whirl, Red Light, Toxic Wind
LVL 55	♀ Norm	
HP 25,000	♂ Norm	
MP 800	♀ Norm	
EXP 6000	♂ Norm	
GL 5000	♀ Inval	
AP 400	♂ Norm	

Area—Whirlwind Maze



Sly	Int	Con	St	Str	Dk	Trst	Sp
Str	Per	Par	Sts	SS	Max	Dk	Imp

Jenova Life

MORPH	STEAL	ATTACKS
N/A	N/A	Blue Flare, Agony, Blue Light
LVL 50	♀ Norm	
HP 10,000	♂ Norm	
MP 300	♀ Norm	
EXP 4000	♂ Dbl Eff	
GL 1500	♀ Norm	
AP 350	♂ Norm	

Enemy Skill—Aqualung

Area—City of the Ancients



Sly	Int	Con	St	Str	Dk	Trst	Sp
Str	Per	Par	Sts	SS	Max	Dk	Imp

Jersey

MORPH	STEAL	ATTACKS
N/A	TURBO ETHER	Sea Storm, 7777
LVL 25	♀ Norm	
HP 500	♂ Norm	
MP 100	♀ Norm	
EXP 320	♂ Norm	
GL 384	♀ Norm	
AP 30	♂ Norm	

Enemy Skill—1777

Area—Shinra Mansion

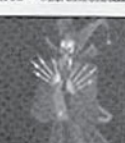


Sly	Int	Con	St	Str	Dk	Trst	Sp
Str	Per	Par	Sts	SS	Max	Dk	Imp

Joker

MORPH	STEAL	ATTACKS
N/A	N/A	Heart Dash, Joker's Dream, Space
LVL 18	♀ Norm	
HP 370	♂ Norm	
MP 0	♀ Norm	
EXP 150	♂ Norm	
GL 260	♀ Norm	
AP 30	♂ Dbl Eff	

Area—South Gate, Gold Saucer



Sly	Int	Con	St	Str	Dk	Trst	Sp
Str	Per	Par	Sts	SS	Max	Dk	Imp

LVL	The monster's level
HP	Monster's HP Point level
MP	Monster's Magic Point level
EXP	Experience points gained
GIL	Gil received for defeating monster
AP	Experience gained

⚡	Fire
❄️	Ice
⚡	Lightning
🌍	Earth
☠️	Poison
⚖️	Gravity
💧	Water
🌀	Wind
✝️	Holy

Norm	Normal
Dbl	Double Effect
Inv	Invulnerable
Abs	Absorbs
Dmg	Cuts damage
	in half
Slp	Sleep
Ret	Return
Con	Confusion
Sil	Silence
Slw	Slow
Drk	Darkness
Trsf	Transform

Stop	Stop
Bersk	Berserk
Psn	Poison
Par	Paralysis
Stn	Stone
SS	Slowly stone
Man	Manipulate
Dch	Death
Imp	Impossible to fight
[Dark Box]	Effects monster
[Light Box]	No effect on monster

Jumping

MORPH	STEAL	ATTACKS
ANTARCTIC WIND	N/A	Sho Est, Dbl Wind
LVL 24		⚡ Norm
HP 999		⚡ Norm
MP 0		⚡ Norm
EXP 400		⚡ Norm
GIL 50		⚡ Norm
AP 30		⚡ Norm
		⚡ Norm
		⚡ Norm

Area— Bone Village



Killbin

MORPH	STEAL	ATTACKS
HI- POTION	TURBO ETHER	Lay Flat
LVL 30		⚡ Dbl Eff
HP 3200		⚡ Norm
MP 380		⚡ Norm
EXP 700		⚡ Norm
GIL 1000		⚡ Norm
AP 150		⚡ Norm
		⚡ Norm
		⚡ Norm

Area— Nibel Mountains



Kalm Fang

MORPH	STEAL	ATTACKS
HI- POTION	ETHER	Hang, Backbite
LVL 10		⚡ Dbl Eff
HP 160		⚡ Norm
MP 0		⚡ Norm
EXP 53		⚡ Norm
GIL 92		⚡ Norm
AP 5		⚡ Norm
		⚡ Norm
		⚡ Norm

Area— Midgar



Kelzmelzer

MORPH	STEAL	ATTACKS
ANTIDOTE	ANTIDOTE	Dive, Liquid Poison
LVL 30		⚡ Norm
HP 800		⚡ Norm
MP 0		⚡ Norm
EXP 410		⚡ Norm
GIL 400		⚡ Norm
AP 35		⚡ Norm
		⚡ Norm
		⚡ Norm

Area— Cetra Shrine



Kimara Bug

MORPH	STEAL	ATTACKS
HOURLASS	SPIRIDER WEB	Envenom, Spider Web
LVL 19		⚡ Norm
HP 700		⚡ Norm
MP 25		⚡ Norm
EXP 190		⚡ Norm
GIL 278		⚡ Norm
AP 19		⚡ Norm
		⚡ Norm
		⚡ Norm

Area— Gongaga



King Behemoth

MORPH	STEAL	ATTACKS
N/A	PHOENIX DOWN	King Tail, Bst
LVL 60		⚡ Norm
HP 18,000		⚡ Norm
MP 560		⚡ Norm
EXP 2000		⚡ Norm
GIL 950		⚡ Dmg 1/2
AP 250		⚡ Norm
		⚡ Norm
		⚡ Norm

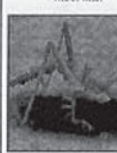
Area— The Crater



Kyvildens

MORPH	STEAL	ATTACKS
HI- POTION	N/A	Lay Flat
LVL 24		⚡ Dbl Eff
HP 800		⚡ Norm
MP 0		⚡ Norm
EXP 340		⚡ Norm
GIL 368		⚡ Norm
AP 34		⚡ Norm
		⚡ Norm
		⚡ Norm

Area— Rocket Town, Nibel Mis.



Land Worm

MORPH	STEAL	ATTACKS
N/A	TURBO ETHER	Entomorph, Sandstorm
LVL 22		⚡ Dmg 1/2
HP 1500		⚡ Dbl Eff
MP 80		⚡ Norm
EXP 400		⚡ Norm
GIL 256		⚡ Dmg 1/2
AP 40		⚡ Norm
		⚡ Norm
		⚡ Norm

Area— Const Prison Desert



Lessaloploth

MORPH	STEAL	ATTACKS
PHOENIX DOWN	PHOENIX DOWN	Wing Cut, Scorpion's Tail, Scorching
LVL 34		⚡ Norm
HP 2000		⚡ Inval
MP 400		⚡ Norm
EXP 920		⚡ Inval
GIL 800		⚡ Norm
AP 65		⚡ Inval
		⚡ Dbl Eff
		⚡ Norm

Area— Great Glacier



Levrikon

MORPH	STEAL	ATTACKS
HI- POTION	ETHER	Bite Kick, Flaming Feet
LVL 14		⚡ Norm
HP 200		⚡ Norm
MP 0		⚡ Norm
EXP 65		⚡ Norm
GIL 128		⚡ Norm
AP 7		⚡ Norm
		⚡ Norm
		⚡ Norm

Area— Chocobo Farm



Lifeform Hojo

MORPH	STEAL	ATTACKS
N/A	N/A	Cobra, Tentacle
LVL 58		⚡ Norm
HP 30,000		⚡ Norm
MP 100		⚡ Norm
EXP 25,000		⚡ Norm
GIL 6000		⚡ Norm
AP 2500		⚡ Norm
		⚡ Norm
		⚡ Norm

Area— Midgar



Lost Number

MORPH	STEAL	ATTACKS
N/A	N/A	Ear2, Head, Back2
LVL 35		⚡ Norm
HP 7000		⚡ Norm
MP 300		⚡ Norm
EXP 2000		⚡ Norm
GIL 2000		⚡ Norm
AP 80		⚡ Norm
		⚡ Norm
		⚡ Norm

Area— Shinra Mansion



Madouge

MORPH	STEAL	ATTACKS
HI- POTION	GRAND GLOVE	Iron Ball, Searing Shot
LVL 16		⚡ Norm
HP 220		⚡ Norm
MP 0		⚡ Norm
EXP 70		⚡ Norm
GIL 150		⚡ Norm
AP 8		⚡ Norm
		⚡ Norm
		⚡ Norm

Area— Mythril Caves



Magic Pot

MORPH N/A STEAL N/A ATTACKS Bad Mouth

LVL 41	ψ Norm
HP 4096	⊗ Norm
MP 128	⊗ Norm
EXP 8000	⊗ Norm
GIL 8500	⊗ Norm
AP 1000	⊗ Norm

Sp	Ref	Con	St	Str	Def	Trk	Sp
Def	Par	Par	St	St	Max	Def	Imp

Area— The Crater



Magnade

MORPH N/A STEAL PHOENIX DOWN ATTACKS Shield Throw, W-Sword Throw

LVL 35	ψ Dbl Eff
HP 1000	⊗ Norm
MP 100	⊗ Norm
EXP 980	⊗ Norm
GIL 1200	⊗ Norm
AP 50	⊗ Norm

Sp	Ref	Con	St	Str	Def	Trk	Sp
Def	Par	Par	St	St	Max	Def	Imp

Area— Great Glacier



Malboro

MORPH N/A STEAL N/A ATTACKS Fears Breath, Bad Breath, Dbl

LVL 44	ψ Norm
HP 4400	⊗ Norm
MP 900	⊗ Norm
EXP 1000	⊗ Norm
GIL 100	⊗ Norm
AP 100	⊗ Norm

Sp	Ref	Con	St	Str	Def	Trk	Sp
Def	Par	Par	St	St	Max	Def	Imp

Enemy Skill— Bad Breath

Area— Gaea's Cliff



Malldancer

MORPH X-POISON STEAL PHOENIX DOWN ATTACKS Claw Dance

LVL 32	ψ Norm
HP 600	⊗ Norm
MP 100	⊗ Norm
EXP 500	⊗ Norm
GIL 700	⊗ Norm
AP 56	⊗ Norm

Sp	Ref	Con	St	Str	Def	Trk	Sp
Def	Par	Par	St	St	Max	Def	Imp

Area— Bone Village



Mandragora

MORPH ETHER STEAL LASAN NUT ATTACKS Grass Punch, Slow Dance

LVL 10	ψ Norm
HP 120	⊗ Norm
MP 0	⊗ Norm
EXP 55	⊗ Norm
GIL 135	⊗ Norm
AP 6	⊗ Norm

Sp	Ref	Con	St	Str	Def	Trk	Sp
Def	Par	Par	St	St	Max	Def	Imp

Area— Chocobo Farm



Manhole

MORPH N/A STEAL N/A ATTACKS Throw

LVL 35	ψ Norm
HP 2500	⊗ Norm
MP 110	⊗ Norm
EXP 900	⊗ Norm
GIL 3000	⊗ Norm
AP 80	⊗ Norm

Sp	Ref	Con	St	Str	Def	Trk	Sp
Def	Par	Par	St	St	Max	Def	Imp

Area— Midgar



Marine

MORPH N/A STEAL SHINRA DEFENSE ATTACKS Sleep Gas, Grenade

LVL 16	ψ Norm
HP 300	⊗ Norm
MP 20	⊗ Norm
EXP 75	⊗ Norm
GIL 150	⊗ Norm
AP 8	⊗ Norm

Sp	Ref	Con	St	Str	Def	Trk	Sp
Def	Par	Par	St	St	Max	Def	Imp

Area— Shinra Boat



Master Tonberry

MORPH N/A STEAL ELIXIR ATTACKS Evanescent Grudge

LVL 45	ψ Norm
HP 8000	⊗ Norm
MP 400	⊗ Norm
EXP 6000	⊗ Norm
GIL 6800	⊗ Norm
AP 200	⊗ Norm

Sp	Ref	Con	St	Str	Def	Trk	Sp
Def	Par	Par	St	St	Max	Def	Imp

Area— The Crater



Materia Keeper

MORPH N/A STEAL N/A ATTACKS Big Horn, Full Combo Throw

LVL 38	ψ Absb
HP 8400	⊗ Norm
MP 300	⊗ Norm
EXP 3000	⊗ Norm
GIL 2400	⊗ Norm
AP 200	⊗ Norm

Sp	Ref	Con	St	Str	Def	Trk	Sp
Def	Par	Par	St	St	Max	Def	Imp

Enemy Skill— Trine

Area— Nibelheim Mts.



Midgar Zolom

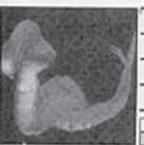
MORPH N/A STEAL N/A ATTACKS Bk. Push, Beta

LVL 26	ψ Norm
HP 4000	⊗ Norm
MP 348	⊗ Norm
EXP 250	⊗ Norm
GIL 400	⊗ Norm
AP 25	⊗ Norm

Sp	Ref	Con	St	Str	Def	Trk	Sp
Def	Par	Par	St	St	Max	Def	Imp

Enemy Skill— Beta

Area— Mythril Mines



Mighty Grunt

MORPH N/A STEAL N/A ATTACKS Gun, Duck's Gun, Rubber Spis

LVL 12	ψ Norm
HP 230	⊗ Norm
MP 0	⊗ Norm
EXP 50	⊗ Norm
GIL 98	⊗ Norm
AP 5	⊗ Norm

Sp	Ref	Con	St	Str	Def	Trk	Sp
Def	Par	Par	St	St	Max	Def	Imp

Area— Shinra Tower



Mirage

MORPH N/A STEAL N/A ATTACKS Slow

LVL 24	ψ Norm
HP 570	⊗ Norm
MP 0	⊗ Norm
EXP 230	⊗ Norm
GIL 280	⊗ Norm
AP 22	⊗ Norm

Sp	Ref	Con	St	Str	Def	Trk	Sp
Def	Par	Par	St	St	Max	Def	Imp

Area— Shinra Mansion



Mono Drive

MORPH N/A STEAL N/A ATTACKS Axe, Fire

LVL 2	ψ Norm
HP 28	⊗ Norm
MP 28	⊗ Norm
EXP 18	⊗ Norm
GIL 8	⊗ Norm
AP 3	⊗ Norm

Sp	Ref	Con	St	Str	Def	Trk	Sp
Def	Par	Par	St	St	Max	Def	Imp

Area— Reactor



Moth Slasher

MORPH N/A STEAL CARBON BANGLE ATTACKS Speed, Slash, Run

LVL 13	ψ Norm
HP 260	⊗ Norm
MP 0	⊗ Norm
EXP 46	⊗ Norm
GIL 75	⊗ Norm
AP 5	⊗ Norm

Sp	Ref	Con	St	Str	Def	Trk	Sp
Def	Par	Par	St	St	Max	Def	Imp

Area— Shinra Tower



Motor Ball

MORPH ARM ATTACK STEAL TWIN BURNER ATTACKS Rolling Fire

LVL 19	ψ Norm
HP 2600	⊗ Norm
MP 120	⊗ Norm
EXP 440	⊗ Norm
GIL 350	⊗ Norm
AP 45	⊗ Norm

Sp	Ref	Con	St	Str	Def	Trk	Sp
Def	Par	Par	St	St	Max	Def	Imp


Area— Shinra Tower



Rapps

MORPH	STEAL	ATTACKS
N/A	N/A	Hand, Scorpion's Tail
LVL 39	ψ Norm	
HP 6000	⊗ Norm	
MP 300	⌘ Norm	
EXP 3200	⌘ Norm	
GL 20,000	⌘ Norm	
AP 33	⌘ Norm	
AP 33	⌘ Norm	

Area— Da-Chao Mountains

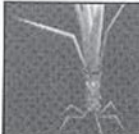


Sp	Ret	Can	St	Sho	Dk	Trk	Sp
Stk	Par	Par	Sts	SS	Max	Stk	Imp

Razor Weed

MORPH	STEAL	ATTACKS
N/A	N/A	Glancing, Spine Whisk, Magic Hammer
LVL 27	ψ Norm	
HP 1000	⊗ Norm	
MP 145	⌘ Norm	
EXP 375	⌘ Norm	
GL 350	⌘ Norm	
AP 30	⌘ Norm	

Area— West Continent

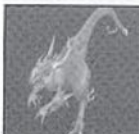


Sp	Ret	Can	St	Sho	Dk	Trk	Sp
Stk	Par	Par	Sts	SS	Max	Stk	Imp

Red Dragon

MORPH	STEAL	ATTACKS
N/A	N/A	Red Dragon Breath, Tail
LVL 39	ψ Absh	
HP 6800	⊗ Norm	
MP 300	⌘ Norm	
EXP 3500	⌘ Norm	
GL 1000	⌘ Norm	
AP 200	⌘ Norm	

Area— Temple of Ancients



Sp	Ret	Can	St	Sho	Dk	Trk	Sp
Stk	Par	Par	Sts	SS	Max	Stk	Imp

Reno (Midgar)

MORPH	STEAL	ATTACKS
N/A	TOUGHNESS	Shy, Tent Light, Electro-mag Rod
LVL 50	ψ Norm	
HP 25,000	⊗ Norm	
MP 200	⌘ Norm	
EXP 5500	⌘ Norm	
GL 5000	⌘ Norm	
AP 600	⌘ Norm	

Area— Midgar




Sp	Ret	Can	St	Sho	Dk	Trk	Sp
Stk	Par	Par	Sts	SS	Max	Stk	Imp

Reno (Gongaga)

MORPH	STEAL	ATTACKS
N/A	N/A	Shy, Tent Light, Electro-mag Rod
LVL 22	ψ Norm	
HP 2000	⊗ Norm	
MP 80	⌘ Norm	
EXP 660	⌘ Norm	
GL 1500	⌘ Norm	
AP 60	⌘ Norm	

Area— Gongaga

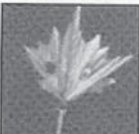


Sp	Ret	Can	St	Sho	Dk	Trk	Sp
Stk	Par	Par	Sts	SS	Max	Stk	Imp

Rilfsak

MORPH	STEAL	ATTACKS
N/A	N/A	Black Sand, Arrows, Lances
LVL 40	ψ Norm	
HP 2000	⊗ Norm	
MP 500	⌘ Norm	
EXP 750	⌘ Norm	
GL 1000	⌘ Norm	
AP 70	⌘ Norm	

Area— Ancient Forest




Sp	Ret	Can	St	Sho	Dk	Trk	Sp
Stk	Par	Par	Sts	SS	Max	Stk	Imp

Rocket Launcher

MORPH	STEAL	ATTACKS
N/A	N/A	Rocket Launcher
LVL 5	ψ Norm	
HP 50	⊗ Norm	
MP 0	⌘ Norm	
EXP 13	⌘ Norm	
GL 7	⌘ Norm	
AP 3	⌘ Norm	

Area— Subway




Sp	Ret	Can	St	Sho	Dk	Trk	Sp
Stk	Par	Par	Sts	SS	Max	Stk	Imp

Rocket Launcher

MORPH	STEAL	ATTACKS
N/A	N/A	Woods
LVL 20	ψ Norm	
HP 1000	⊗ Norm	
MP 0	⌘ Norm	
EXP 600	⌘ Norm	
GL 300	⌘ Norm	
AP 60	⌘ Norm	

Area— Junon




Sp	Ret	Can	St	Sho	Dk	Trk	Sp
Stk	Par	Par	Sts	SS	Max	Stk	Imp

Roulette Cannon

MORPH	STEAL	ATTACKS
N/A	N/A	Woods
LVL 38	ψ Norm	
HP 3000	⊗ Norm	
MP 200	⌘ Norm	
EXP 1200	⌘ Norm	
GL 1600	⌘ Norm	
AP 100	⌘ Norm	

Area— Junon




Sp	Ret	Can	St	Sho	Dk	Trk	Sp
Stk	Par	Par	Sts	SS	Max	Stk	Imp

Rude (Midgar)

MORPH	STEAL	ATTACKS
N/A	ZIEDRICH	Punch, Grand Spash
LVL 51	ψ Absh	
HP 28,000	⊗ Norm	
MP 250	⌘ Norm	
EXP 5500	⌘ Norm	
GL 5000	⌘ Norm	
AP 600	⌘ Norm	

Area— Midgar




Sp	Ret	Can	St	Sho	Dk	Trk	Sp
Stk	Par	Par	Sts	SS	Max	Stk	Imp

Rude (Rocket Town)

MORPH	STEAL	ATTACKS
N/A	ZIEDRICH	Punch, Grand Spash, Whistles
LVL 42	ψ Norm	
HP 9000	⊗ Norm	
MP 240	⌘ Norm	
EXP 3400	⌘ Norm	
GL 3000	⌘ Norm	
AP 80	⌘ Norm	

Area— Rocket Town




Sp	Ret	Can	St	Sho	Dk	Trk	Sp
Stk	Par	Par	Sts	SS	Max	Stk	Imp

Rude (Gongaga)

MORPH	STEAL	ATTACKS
N/A	N/A	Punch, Fire, Gun
LVL 23	ψ Norm	
HP 2000	⊗ Norm	
MP 135	⌘ Norm	
EXP 720	⌘ Norm	
GL 2000	⌘ Norm	
AP 70	⌘ Norm	

Area— Gongaga




Sp	Ret	Can	St	Sho	Dk	Trk	Sp
Stk	Par	Par	Sts	SS	Max	Stk	Imp

Rufus

MORPH	STEAL	ATTACKS
SHOTGUN	N/A	RA
LVL 21	ψ Norm	
HP 500	⊗ Norm	
MP 0	⌘ Norm	
EXP 240	⌘ Norm	
GL 400	⌘ Norm	
AP 35	⌘ Norm	

Area— Shinra Tower

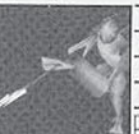


Sp	Ret	Can	St	Sho	Dk	Trk	Sp
Stk	Par	Par	Sts	SS	Max	Stk	Imp

Sahagin

MORPH	STEAL	ATTACKS
N/A	HYPER	Water Gun, Trident
LVL 10	ψ Norm	
HP 150	⊗ Norm	
MP 0	⌘ Norm	
EXP 30	⌘ Norm	
GL 89	⌘ Norm	
AP 3	⌘ Norm	

Area— Sewers



Sp	Ret	Can	St	Sho	Dk	Trk	Sp
Stk	Par	Par	Sts	SS	Max	Stk	Imp

Schizo (Left; Gaea's Cliff)

MORPH	STEAL	ATTACKS
N/A	N/A	Trance Beam, Lightning
LVL 43	ψ Norm	
HP 18,000	⊗ Absh	
MP 350	⌘ Norm	
EXP 2200	⌘ Norm	
GL 1500	⌘ Norm	
AP 120	⌘ Norm	

Area— Gaea's Cliff



Sp	Ret	Can	St	Sho	Dk	Trk	Sp
Stk	Par	Par	Sts	SS	Max	Stk	Imp

LVL	The monster's level
HP	Monster's Hit Point level
MP	Monster's Magic Point level
EXP	Experience points gained
GIL	Gil received for defeating monster
AP	Experience gained

Fire	Normal
Ice	Double Effect
Lightning	Invulnerable
Earth	Absorb
Poison	Cuts damage
Gravity	in half
Water	Sleep
Wind	Return
Holy	Confusion
	Silence
	Slow
	Darkness
	Transform

Normal	Double Effect
Invulnerable	Absorb
Cuts damage	in half
Sleep	Return
Confusion	Silence
Slow	Darkness
Darkness	Transform

Stop	Berserk
Poison	Paralysis
Stone	Slowly stone
Manipulate	Death
Impossible to fight	Effects monster
No effect on monster	

Schizo (Right; Gaea's Cliff)

Area— Gaea's Cliff



MORPH	STEAL	ATTACKS
N/A	PROTECT RING	Focus Break, Earthquake
LVL 43		Abab
HP 18,000		Norm
MP 350		Norm
EXP 2200		Norm
GIL 1500		Norm
AP 120		Norm

Scissors

MORPH	STEAL	ATTACKS
N/A	ETHER	Cross Scissors, Scissor Kick, Scissor Attack

LVL 33	Norm
HP 2900	Norm
MP 88	Norm
EXP 1000	Norm
GIL 1400	Norm
AP 90	Norm

Area— The Crater



Sp	St	Co	St	St	St	St	St	St	St
Str	Par	Par	St	St	St	St	St	St	St

Scotch

MORPH	STEAL	ATTACKS
N/A	N/A	Madison Gun

LVL 11	Norm
HP 150	Norm
MP 0	Norm
EXP 22	Norm
GIL 60	Norm
AP 0	Norm

Area— Corneo's Mansion



Sp	St	Co	St	St	St	St	St	St	St
Str	Par	Par	St	St	St	St	St	St	St

Screamer

MORPH	STEAL	ATTACKS
POWER SOURCE	N/A	Focus Break, Wind Cry

LVL 26	Norm
HP 800	Norm
MP 40	Norm
EXP 400	Norm
GIL 400	Norm
AP 33	Norm

Area— Nibel Mountains



Sp	St	Co	St	St	St	St	St	St	St
Str	Par	Par	St	St	St	St	St	St	St

Scrutin Eye

MORPH	STEAL	ATTACKS
N/A	ETHER	Find, Look, Scan

LVL 15	Norm
HP 240	Norm
MP 60	Norm
EXP 80	Norm
GIL 120	Norm
AP 8	Norm

Area— Shinra Boat



Sp	St	Co	St	St	St	St	St	St	St
Str	Par	Par	St	St	St	St	St	St	St

Sea Worm

MORPH	STEAL	ATTACKS
N/A	N/A	Seduction, Crush, Earthquake

LVL 22	Invul
HP 9000	DBI Eff
MP 200	Norm
EXP 1300	Norm
GIL 300	Norm
AP 200	Norm

Area— Southern Islands



Sp	St	Co	St	St	St	St	St	St	St
Str	Par	Par	St	St	St	St	St	St	St

Search Crown

MORPH	STEAL	ATTACKS
HP-POTION	TURBO ETHER	Search, Shock, Fear, Laser

LVL 16	Dmg 1/2
HP 150	Norm
MP 30	Norm
EXP 0	Norm
GIL 111	Norm
AP 8	Norm

Area— Mt. Corel



Sp	St	Co	St	St	St	St	St	St	St
Str	Par	Par	St	St	St	St	St	St	St

Senior Grunt

MORPH	STEAL	ATTACKS
N/A	N/A	Hand Gun, Hammer, Ocean, Water Wave

LVL 35	Norm
HP 2600	Norm
MP 245	Norm
EXP 930	Norm
GIL 800	Dmg 1/2
AP 90	Norm

Area— Underwater Reactor



Sp	St	Co	St	St	St	St	St	St	St
Str	Par	Par	St	St	St	St	St	St	St

Serpent

MORPH	STEAL	ATTACKS
N/A	WATER RING	Viper Breath, Aqueduct

LVL 40	Norm
HP 14,000	Norm
MP 290	Norm
EXP 1400	Norm
GIL 2500	Norm
AP 70	Norm

Area— Gelnika



Sp	St	Co	St	St	St	St	St	St	St
Str	Par	Par	St	St	St	St	St	St	St

Shadow Maker

MORPH	STEAL	ATTACKS
N/A	GRANBALL	Shin

LVL 42	DBI Eff
HP 2000	Norm
MP 120	Norm
EXP 500	Norm
GIL 500	Norm
AP 25	Norm

Area— Midgar



Sp	St	Co	St	St	St	St	St	St	St
Str	Par	Par	St	St	St	St	St	St	St

Shake

MORPH	STEAL	ATTACKS
N/A	N/A	Back, Hips, Bomber

LVL 32	Norm
HP 4000	Norm
MP 180	Norm
EXP 2200	Norm
GIL 0	Norm
AP 50	Norm

Area— Wutai Village



Sp	St	Co	St	St	St	St	St	St	St
Str	Par	Par	St	St	St	St	St	St	St

Shred

MORPH	STEAL	ATTACKS
N/A	N/A	Tail, Claw, Claw, Claw

LVL 32	DBI Eff
HP 900	Invul
MP 100	Norm
EXP 500	Norm
GIL 950	Invul
AP 40	DBI Eff

Area— Great Glacier



Sp	St	Co	St	St	St	St	St	St	St
Str	Par	Par	St	St	St	St	St	St	St

Skeeskee

MORPH	STEAL	ATTACKS
HYPER TRANQUILIZER		Back, Hips, Bomber

LVL 20	Norm
HP 540	Norm
MP 0	Norm
EXP 222	Norm
GIL 22	Norm
AP 22	Norm

Area— Cosmo Canyon



Sp	St	Co	St	St	St	St	St	St	St
Str	Par	Par	St	St	St	St	St	St	St

Slalom

MORPH	STEAL	ATTACKS
N/A	SMOKE BOMB	Push, Sting
LVL 37	♀ Norm	
HP 1600	♂ Norm	
MP 30	♂ Norm	
EXP 700	♂ Absh	
GL 1500	♂ Norm	
AP 70	♂ Norm	
AP 70	♂ Norm	
Up	Res	Stk
Stk	Trk	Stk
Stk	Trk	Stk

Area— Junon

Sneaky Step

MORPH	STEAL	ATTACKS
N/A	N/A	Light Arm
LVL 21	♀ Norm	
HP 600	♂ Norm	
MP 65	♂ Norm	
EXP 270	♂ Norm	
GL 330	♂ Norm	
AP 24	♂ Norm	
AP 24	♂ Norm	
Up	Res	Stk
Stk	Trk	Stk
Stk	Trk	Stk

Enemy Skill—Death Sentence

Area— Cave of the GGC Cans

Soldier: 2nd

MORPH	STEAL	ATTACKS
N/A	REMEDY	Light Sword of Storm
LVL 5	♀ Norm	
HP 4000	♂ Norm	
MP 340	♂ Norm	
EXP 1000	♂ Norm	
GL 750	♂ Norm	
AP 85	♂ Norm	
AP 85	♂ Norm	
Up	Res	Stk
Stk	Trk	Stk
Stk	Trk	Stk

Area— Junon

Soul Fire

MORPH	STEAL	ATTACKS
N/A	N/A	Fire
LVL 21	♀ Absh	
HP 1300	♂ Norm	
MP 220	♂ Norm	
EXP 200	♂ Norm	
GL 100	♂ Norm	
AP 10	♂ Norm	
AP 10	♂ Norm	
Up	Res	Stk
Stk	Trk	Stk
Stk	Trk	Stk

Area— Cave of the GGC Cans

Spiral

MORPH	STEAL	ATTACKS
N/A	X-POTION	Sp. Dodge
LVL 39	♀ Norm	
HP 2800	♂ Norm	
MP 100	♂ Norm	
EXP 700	♂ Norm	
GL 200	♂ Norm	
AP 80	♂ Norm	
AP 80	♂ Norm	
Up	Res	Stk
Stk	Trk	Stk
Stk	Trk	Stk

Area— Southern Islands

Slaps

MORPH	STEAL	ATTACKS
N/A	N/A	Big North, Breakout, Knock
LVL 29	♀ Norm	
HP 900	♂ Norm	
MP 50	♂ Norm	
EXP 370	♂ Norm	
GL 450	♂ Norm	
AP 30	♂ Norm	
AP 30	♂ Norm	
Up	Res	Stk
Stk	Trk	Stk
Stk	Trk	Stk

Area— Tetra Shrine

Snow

MORPH	STEAL	ATTACKS
N/A	CIRCLET	Get Back, Excite, End
LVL 32	♀ Dbl Eff	
HP 4000	♂ Norm	
MP 160	♂ Norm	
EXP 500	♂ Norm	
GL 700	♂ Norm	
AP 42	♂ Norm	
AP 42	♂ Norm	
Up	Res	Stk
Stk	Trk	Stk
Stk	Trk	Stk

Area— Great Glacier

Soldier: 3rd

MORPH	STEAL	ATTACKS
N/A	HARDEDGE	Stk, Fly, Stk, End
LVL 13	♀ Dbl Eff	
HP 250	♂ Norm	
MP 40	♂ Norm	
EXP 54	♂ Norm	
GL 116	♂ Norm	
AP 6	♂ Norm	
AP 6	♂ Norm	
Up	Res	Stk
Stk	Trk	Stk
Stk	Trk	Stk

Area— Shinra Tower

Special Combatant

MORPH	STEAL	ATTACKS
N/A	N/A	Big, Wave, Break, End
LVL 9	♀ Norm	
HP 60	♂ Norm	
MP 0	♂ Norm	
EXP 28	♂ Norm	
GL 40	♂ Norm	
AP 3	♂ Norm	
AP 3	♂ Norm	
Up	Res	Stk
Stk	Trk	Stk
Stk	Trk	Stk

Area— Reactor 2

Staniv

MORPH	STEAL	ATTACKS
N/A	N/A	Dark, War, Dry
LVL 35	♀ Norm	
HP 6000	♂ Norm	
MP 240	♂ Norm	
EXP 3600	♂ Norm	
GL 0	♂ Norm	
AP 50	♂ Norm	
AP 50	♂ Norm	
Up	Res	Stk
Stk	Trk	Stk
Stk	Trk	Stk

Area— Wuzai Village

Smogger

MORPH	STEAL	ATTACKS
N/A	N/A	Dark, Stk, Poison
LVL 8	♀ Norm	
HP 30	♂ Norm	
MP 0	♂ Norm	
EXP 32	♂ Norm	
GL 60	♂ Norm	
AP 3	♂ Norm	
AP 3	♂ Norm	
Up	Res	Stk
Stk	Trk	Stk
Stk	Trk	Stk

Area— Reactor 2

Soldier: 1st

MORPH	STEAL	ATTACKS
N/A	SINRA ALPHA	Sword of Storm, Stk
LVL 44	♀ Norm	
HP 5000	♂ Norm	
MP 400	♂ Norm	
EXP 960	♂ Norm	
GL 2400	♂ Norm	
AP 90	♂ Norm	
AP 90	♂ Norm	
Up	Res	Stk
Stk	Trk	Stk
Stk	Trk	Stk

Area— Midgar

Sonic Speed

MORPH	STEAL	ATTACKS
N/A	N/A	Harsh, Dodge
LVL 26	♀ Norm	
HP 750	♂ Norm	
MP 50	♂ Norm	
EXP 370	♂ Norm	
GL 330	♂ Norm	
AP 28	♂ Norm	
AP 28	♂ Norm	
Up	Res	Stk
Stk	Trk	Stk
Stk	Trk	Stk

Area— Nibel Mountains

Spencer

MORPH	STEAL	ATTACKS
N/A	SARAH NUT	Swallow, Operate
LVL 17	♀ Norm	
HP 250	♂ Norm	
MP 0	♂ Norm	
EXP 110	♂ Norm	
GL 175	♂ Norm	
AP 11	♂ Norm	
AP 11	♂ Norm	
Up	Res	Stk
Stk	Trk	Stk
Stk	Trk	Stk

Area— North Gate, Gold Street

Stilva

MORPH	STEAL	ATTACKS
N/A	N/A	Big, Dark, Fly, Trk
LVL 40	♀ Norm	
HP 2000	♂ Norm	
MP 300	♂ Norm	
EXP 1000	♂ Norm	
GL 1100	♂ Norm	
AP 110	♂ Norm	
AP 110	♂ Norm	
Up	Res	Stk
Stk	Trk	Stk
Stk	Trk	Stk

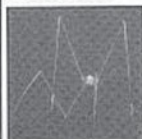
Enemy Skill—Magic Breath and Trine

Area— Gaea's Cliff

Stinger

MORPH	STEAL	ATTACKS
N/A	ETHER	St. Sting Bomb
LVL 25	ψ Norm	
HP 2200	⊕ Norm	
MP 60	⌈ Norm	
EXP 290	✕ Norm	
GL 358	⊖ Norm	
AP 25	⊕ Norm	
AP 25	↑ Norm	
Sp	Ref	Con
Str	Per	Sta
Int	Wis	Mag
Cha	Fort	Dev

Area— Cave of the GI



Submarine Crew

MORPH	STEAL	ATTACKS
N/A	8-INCH CANNON	Machine Gun, Head Grenade
LVL 32	ψ Norm	
HP 1500	⊕ Norm	
MP 85	⌈ Norm	
EXP 850	✕ Norm	
GL 500	⊖ Norm	
AP 80	⊕ Norm	
AP 50	↑ Norm	
Sp	Ref	Con
Str	Per	Sta
Int	Wis	Mag
Cha	Fort	Dev

Area— Junon



Sweeper

MORPH	STEAL	ATTACKS
N/A	N/A	None
LVL 8	ψ Norm	
HP 140	⊕ Norm	
MP 0	⌈ Norm	
EXP 27	✕ Norm	
GL 30	⊖ Norm	
AP 3	⊕ Norm	
AP 3	↑ Norm	
Sp	Ref	Con
Str	Per	Sta
Int	Wis	Mag
Cha	Fort	Dev

Area— Reactor



Sword Dance

MORPH	STEAL	ATTACKS
N/A	HYPER	Swp, Swordcut, Thrust
LVL 11	ψ Norm	
HP 160	⊕ Norm	
MP 0	⌈ Norm	
EXP 39	✕ Norm	
GL 90	⊖ Norm	
AP 6	⊕ Norm	
AP 6	↑ Norm	
Sp	Ref	Con
Str	Per	Sta
Int	Wis	Mag
Cha	Fort	Dev

Area— Shima Tower



Tail Vault

MORPH	STEAL	ATTACKS
N/A	N/A	Stn, Summon
LVL 28	ψ Norm	
HP 960	⊕ Norm	
MP 0	⌈ Norm	
EXP 440	✕ Norm	
GL 380	⊖ Norm	
AP 36	⊕ Norm	
AP 36	↑ Norm	
Sp	Ref	Con
Str	Per	Sta
Int	Wis	Mag
Cha	Fort	Dev

Area— West Continent



Thunderbird

MORPH	STEAL	ATTACKS
SWIFT BOLT	BOLT PLUME	Stn, Lightning
LVL 28	ψ Norm	
HP 800	⊕ Norm	
MP 80	⌈ Norm	
EXP 385	✕ Norm	
GL 420	⊖ Norm	
AP 36	⊕ Norm	
AP 36	↑ Norm	
Sp	Ref	Con
Str	Per	Sta
Int	Wis	Mag
Cha	Fort	Dev

Area— West Continent



Touch Me

MORPH	STEAL	ATTACKS
REMEDY	IMPALER	Frog, Jct, Frog Song
LVL 18	ψ Norm	
HP 300	⊕ Norm	
MP 74	⌈ Norm	
EXP 170	✕ Norm	
GL 180	⊖ Norm	
AP 23	⊕ Norm	
AP 23	↑ Norm	
Sp	Ref	Con
Str	Per	Sta
Int	Wis	Mag
Cha	Fort	Dev

Enemy Skill—Frog Song

Area— CC Jungle



Toxic Frog

MORPH	STEAL	ATTACKS
REMEDY	IMPALER	Frog, Jct, Frog Song, Poison
LVL 26	ψ Norm	
HP 500	⊕ Norm	
MP 100	⌈ Norm	
EXP 420	✕ Norm	
GL 260	⊖ Norm	
AP 30	⊕ Norm	
AP 30	↑ Norm	
Sp	Ref	Con
Str	Per	Sta
Int	Wis	Mag
Cha	Fort	Dev

Enemy Skill—Frog Song

Area— Temple of Ancients



Trickplay

MORPH	STEAL	ATTACKS
N/A	N/A	Wagon, Sweet Cold Medicine, G-String 14 Suicide
LVL 24	ψ Norm	
HP 1500	⊕ Norm	
MP 100	⌈ Norm	
EXP 480	✕ Norm	
GL 800	⊖ Norm	
AP 35	⊕ Norm	
AP 35	↑ Norm	
Sp	Ref	Con
Str	Per	Sta
Int	Wis	Mag
Cha	Fort	Dev

Enemy Skill—L4 Suicide

Area— Icicle Area



Twin Brain

MORPH	STEAL	ATTACKS
TURBO ETHER	ETHER	March, Stone Down
LVL 25	ψ Norm	
HP 400	⊕ Norm	
MP 20	⌈ Norm	
EXP 340	✕ Norm	
GL 320	⊖ Norm	
AP 32	⊕ Norm	
AP 32	↑ Norm	
Sp	Ref	Con
Str	Per	Sta
Int	Wis	Mag
Cha	Fort	Dev

Area— Nibel Mountains



Underwater MP

MORPH	STEAL	ATTACKS
N/A	SHINRA ALPHA	Machine Gun, Head Grenade
LVL 34	ψ Norm	
HP 1000	⊕ Norm	
MP 100	⌈ Norm	
EXP 820	✕ Norm	
GL 600	⊖ Norm	
AP 80	⊕ Norm	
AP 80	↑ Norm	
Sp	Ref	Con
Str	Per	Sta
Int	Wis	Mag
Cha	Fort	Dev

Area— Underwater Reactor



Unknown

MORPH	STEAL	ATTACKS
N/A	PIPE AMULET	Tail, Jargon
LVL 50	ψ Norm	
HP 11,000	⊕ Norm	
MP 110	⌈ Norm	
EXP 1500	✕ Norm	
GL 5000	⊖ Norm	
AP 150	⊕ Norm	
AP 150	↑ Norm	
Sp	Ref	Con
Str	Per	Sta
Int	Wis	Mag
Cha	Fort	Dev

Area— Gelnika



Unknown 2

MORPH	STEAL	ATTACKS
N/A	AURORA AMULET	Abnormal Effects, Telekinesis, Mind
LVL 51	ψ Norm	
HP 13,000	⊕ Norm	
MP 130	⌈ Norm	
EXP 3000	✕ Norm	
GL 10,000	⊖ Norm	
AP 300	⊕ Norm	
AP 300	↑ Norm	
Sp	Ref	Con
Str	Per	Sta
Int	Wis	Mag
Cha	Fort	Dev

Area— Gelnika



Unknown 3

MORPH	STEAL	ATTACKS
N/A	BOLT AMULET	Poison Frog, Energy Touch
LVL 52	ψ Norm	
HP 15,000	⊕ Norm	
MP 150	⌈ Norm	
EXP 2000	✕ Norm	
GL 7500	⊖ Norm	
AP 200	⊕ Norm	
AP 200	↑ Norm	
Sp	Ref	Con
Str	Per	Sta
Int	Wis	Mag
Cha	Fort	Dev

Area— Gelnika



Valron


MORPH	STEAL	ATTACKS
HI-POTION	N/A	Speed Punch, Jmp Kick, One Kick, Warrior
LVL 24	ψ Norm	
HP 950	⊕ Norm	
MP 80	⌈ Norm	
EXP 300	✕ Norm	
GL 300	⊖ Norm	
AP 30	⊕ Norm	
AP 30	↑ Norm	
Sp	Ref	Con
Str	Per	Sta
Int	Wis	Mag
Cha	Fort	Dev

Area— Nibel



Vargid Police MORPH N/A STEAL TRANQUILIZER ATTACHES Meds, Salside


Area— Shinra Tower



LVL	9	ψ	Norm
HP	140	⊗	Norm
MP	28	⊗	Norm
EXP	44	⊗	Norm
GIL	40	⊗	Norm
AP	7	⊗	Norm
Sp	Bar	Cor	Stl
Def	Par	Par	Stl
Stk	Stk	Stk	Stk

Velcher Task MORPH REMEDY STEAL REMEDY ATTACHES One, Pious, Blue


Area— Rocket Town



LVL	26	ψ	Norm
HP	900	⊗	Norm
MP	28	⊗	Norm
EXP	320	⊗	Norm
GIL	350	⊗	Norm
AP	31	⊗	Norm
Sp	Bar	Cor	Stl
Def	Par	Par	Stl
Stk	Stk	Stk	Stk

Vice MORPH POISON STEAL SPEED DRINK ATTACHES NA


Area— Slums



LVL	7	ψ	Norm
HP	68	⊗	Norm
MP	0	⊗	Norm
EXP	24	⊗	Norm
GIL	80	⊗	Norm
AP	3	⊗	Norm
Sp	Bar	Cor	Stl
Def	Par	Par	Stl
Stk	Stk	Stk	Stk

Vlakorados MORPH ELIXIR STEAL CAROB NUT ATTACHES Tel, Violent Advance, Etc. Etc


Area— Seneff's House



LVL	33	ψ	Norm
HP	33,333	⊗	Norm
MP	333	⊗	Norm
EXP	510	⊗	Norm
GIL	460	⊗	Norm
AP	40	⊗	Norm
Sp	Bar	Cor	Stl
Def	Par	Par	Stl
Stk	Stk	Stk	Stk

Warning Board MORPH N/A STEAL N/A ATTACHES NA


Area— Shinra Tower



LVL	12	ψ	Norm
HP	270	⊗	Norm
MP	0	⊗	Norm
EXP	38	⊗	Norm
GIL	75	⊗	Norm
AP	4	⊗	Norm
Sp	Bar	Cor	Stl
Def	Par	Par	Stl
Stk	Stk	Stk	Stk

Diamond WEAPON MORPH N/A STEAL N/A ATTACHES NA


Area— Midgar Coastline



LVL	500,000	ψ	Norm
HP	0	⊗	Norm
MP	35,000	⊗	Norm
EXP	35,000	⊗	Norm
GIL	N/A	⊗	Norm
AP	3500	⊗	Norm
Sp	Bar	Cor	Stl
Def	Par	Par	Stl
Stk	Stk	Stk	Stk

Ultimate WEAPON MORPH N/A STEAL N/A ATTACHES Shadow Piece


Area— Multiple



LVL	N/A	ψ	Norm
HP	N/A	⊗	Norm
MP	400	⊗	Norm
EXP	35,000	⊗	Norm
GIL	N/A	⊗	Norm
AP	3500	⊗	Norm
Sp	Bar	Cor	Stl
Def	Par	Par	Stl
Stk	Stk	Stk	Stk

Whole Eater MORPH POTION STEAL POTION ATTACHES Soda


Area— Slums



LVL	9	ψ	Norm
HP	72	⊗	Norm
MP	0	⊗	Norm
EXP	24	⊗	Norm
GIL	70	⊗	Norm
AP	2	⊗	Norm
Sp	Bar	Cor	Stl
Def	Par	Par	Stl
Stk	Stk	Stk	Stk

Wind Wing MORPH PHOENIX DOWN STEAL HI-POTION ATTACHES Tel, Violent Advance, Etc. Etc


Area— Whirlwind Maze



LVL	36	ψ	Norm
HP	1900	⊗	Norm
MP	350	⊗	Norm
EXP	800	⊗	Norm
GIL	500	⊗	Norm
AP	60	⊗	Norm
Sp	Bar	Cor	Stl
Def	Par	Par	Stl
Stk	Stk	Stk	Stk

Wolfmeister MORPH N/A STEAL N/A ATTACHES Heavy Sword, Big Guard


Area— Coal Train



LVL	43	ψ	Norm
HP	10,000	⊗	Norm
MP	200	⊗	Norm
EXP	10,000	⊗	Norm
GIL	600	⊗	Norm
AP	100	⊗	Norm
Sp	Bar	Cor	Stl
Def	Par	Par	Stl
Stk	Stk	Stk	Stk

Ying/Yang MORPH N/A STEAL N/A ATTACHES B&B, n=2


Area— Mansion Basement



LVL	24	ψ	Norm
HP	1200	⊗	Norm
MP	220	⊗	Norm
EXP	350	⊗	Norm
GIL	400	⊗	Norm
AP	35	⊗	Norm
Sp	Bar	Cor	Stl
Def	Par	Par	Stl
Stk	Stk	Stk	Stk

Zenene MORPH N/A STEAL DEADLY WASTE ATTACHES Dragon, Tel, Pious, Shadow


Area— Shinra Tower



LVL	14	ψ	Norm
HP	250	⊗	Norm
MP	93	⊗	Norm
EXP	58	⊗	Norm
GIL	60	⊗	Norm
AP	6	⊗	Norm
Sp	Bar	Cor	Stl
Def	Par	Par	Stl
Stk	Stk	Stk	Stk

Zemzelett MORPH N/A STEAL N/A ATTACHES Thunder, Tel, Pious, Shadow


Area— Condor Nix



LVL	17	ψ	Norm
HP	285	⊗	Norm
MP	36	⊗	Norm
EXP	70	⊗	Norm
GIL	165	⊗	Norm
AP	7	⊗	Norm
Sp	Bar	Cor	Stl
Def	Par	Par	Stl
Stk	Stk	Stk	Stk

Zolkalter MORPH ANTIDOTE STEAL N/A ATTACHES B&B, Toxic Bat


Area— Gara's Cliff



LVL	30	ψ	Norm
HP	950	⊗	Norm
MP	90	⊗	Norm
EXP	700	⊗	Norm
GIL	700	⊗	Norm
AP	60	⊗	Norm
Sp	Bar	Cor	Stl
Def	Par	Par	Stl
Stk	Stk	Stk	Stk

Zuu MORPH BIRD WING STEAL BIRD WING ATTACHES N/A

Area— Nibel Mountains



LVL	27	ψ	Norm
HP	1200	⊗	Norm
MP	40	⊗	Norm
EXP	450	⊗	Norm
GIL	430	⊗	Norm
AP	38	⊗	Norm
Sp	Bar	Cor	Stl
Def	Par	Par	Stl
Stk	Stk	Stk	Stk

QUICK REFERENCE MAP GUIDE

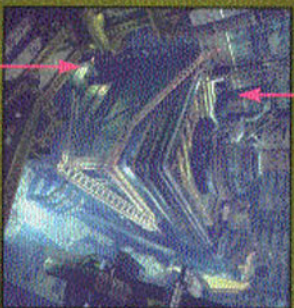
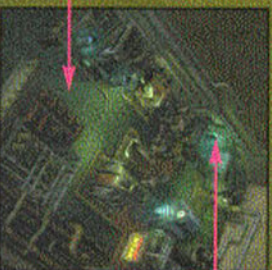
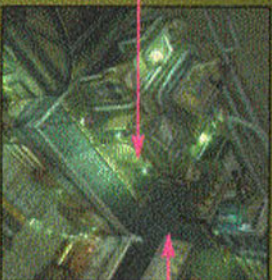
AREA	PAGE	AREA	PAGE
Mako Reactor No. 1	273	Cosmo Canyon	293
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Sector 7 Slums	275	Nibelheim	295
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NOTE: You will notice that some items in the shops appear in two colors. This is to differentiate the fact that in some cases the items are not the same on a return visit to the same shop later in the game. For purposes of this map section, the items in gold note items that you can always get at the shop, while items in red indicate items that are available only on the return visit later in the game.

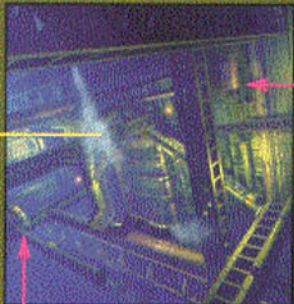
MAKO REACTOR NO. 1



Potion (x2)



Phoenix Down



Potion



Boss
"Restore"
Materia

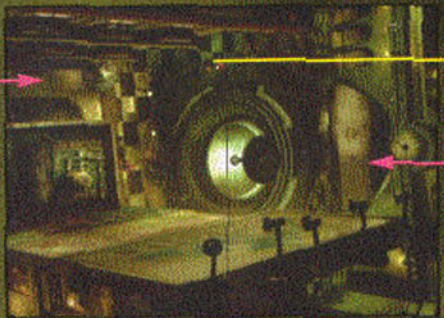
THE GETAWAY



Start



Potion

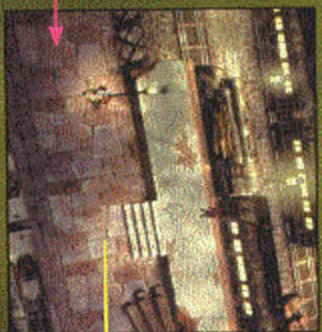
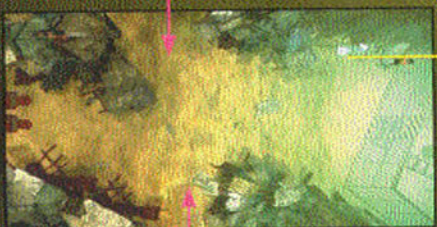


SECTOR 7 SLUMS

Tifa's Seventh Heaven



Save Point



To Train
Graveyard

Item Shop

Potion	50
Phoenix Down	300
Antidote	80
"Fire"	600
"Ice"	600
"Lightning"	600
Restore	750

Weapon Shop

Iron Bangle	160
Assault Gun	350
Grenade	80

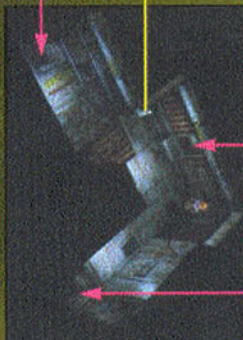
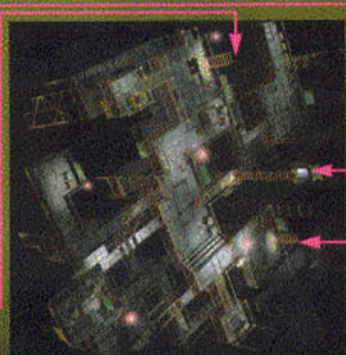
Beginner's Hall

"All" Materia	Rest
Ether	10

SECTOR 5 REACTOR



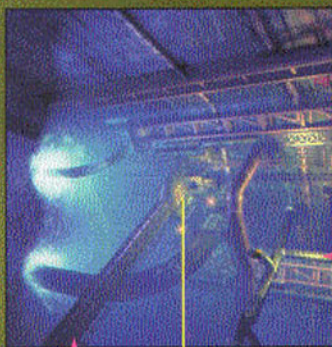
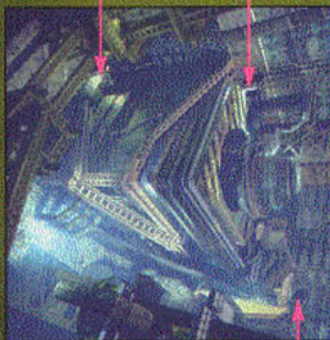
Ether



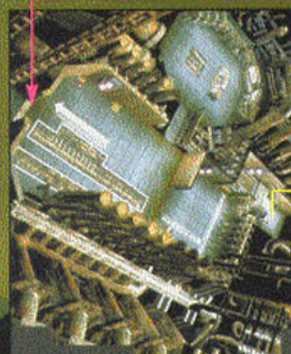
Potion



Tent Save Point

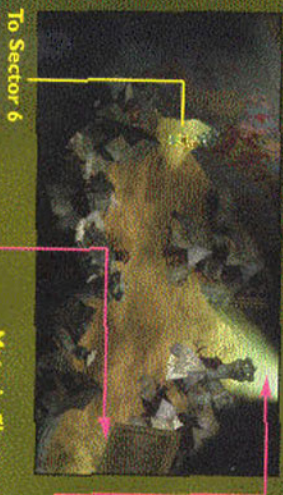


Save Point



To Boss

SECTOR 5 SLUMS



To Sector 6

Save Point

Materia Shop
 "Fire" 600
 "Ice" 600
 "Lightning" 600
 "Restore" 750



To Sector 5

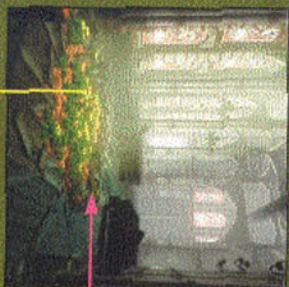


Item Shop
 Potion 50
 Phoenix Down 300
 Antidote 80
 Tent 500

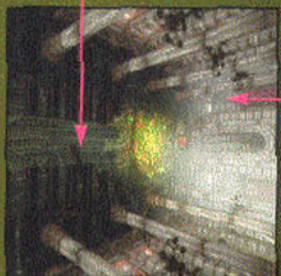
Weapon Shop
 Titan Bangle 280
 Grenade 80

Save Point

"Cover" Materia
 Ether



Start



A
 B
 C



WALL MARKET

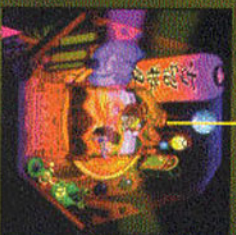
To Corneo's Mansion



To Shinya HQ



Hyper



Weapon Shop

Mythril Rod	370
Metal Knuckle	320
Assault Gun	350
Titan Bangle	280
Mythril Armlet	350

Materia Shop

"Fire"	600
"Ice"	600
"Lightning"	600
"Restore"	750
"Cover"	1000

Item Shop

Potion	50
Phoenix Down	300
Antidote	80
Echo Screen	100
Eye Drop	50
Hyper	100
Tranquilizer	100
Hi-Potion	100
Tent	500

To Wall Market



Phoenix Down

To Sector 5



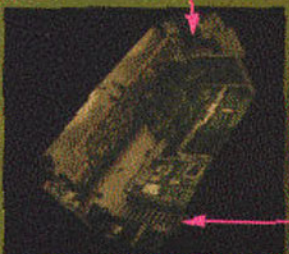
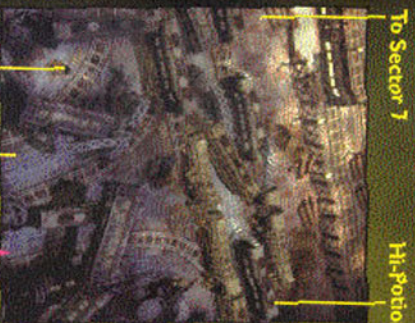
Inn
Rest 10



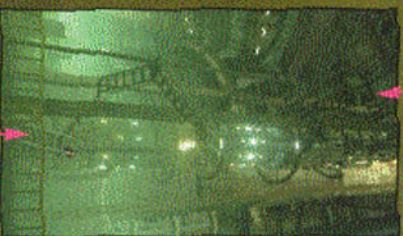
Member's
Card



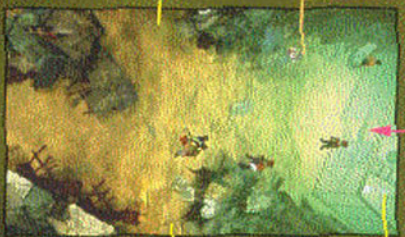
THE SEWERS AND THE TRAIN GRAVEYARD



THE PILLAR ASSAULT



- General Store**
- Potion 50
 - Phoenix Down 300
 - Antidote 80
 - Grenade 80
 - Hyper 100
 - Tranquilizer 100
 - Tent 500



To Sector 7 Slums

Behemoth
Horn



Elixir



To Wall Market



Ether



To Shihra Headquarters

Battery #3

Battery #2

Battery #1

SHINRA'S HEADQUARTERS



Item Shop
 50
 Phoenix Down 300
 Antidote 80
 Eye Drop 50
 Tent 500



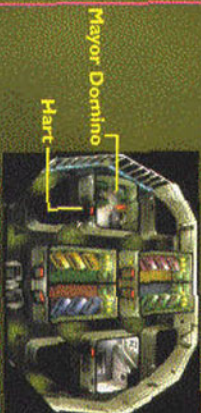
Floor 60



Keycard

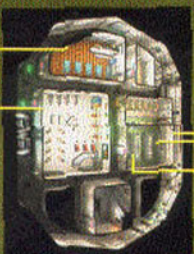


Save Point



Mayor Domino

Hart



Ether
 Phoenix Down

Save Point

Save Point Vending Machine

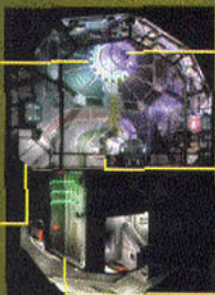


C
 A
 D
 B
 E
 F

To air vent



"Poison" Materia Save Point



Boss
 Keycard 83"
 Potion (x2)

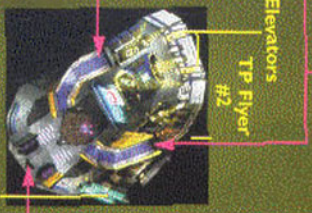
"Enemy Skill"
 Potion (x2)



Save Point



Boss



Elevators

TP Flyer #2

Elevators

"B" Coupon

"A" Coupon

"C" Coupon

KALM

Item Shop

Potion	60
Phoenix Down	300
Antidote	80
Eye Drop	50
Hyper	100
Tranquilizer	100
Tent	500

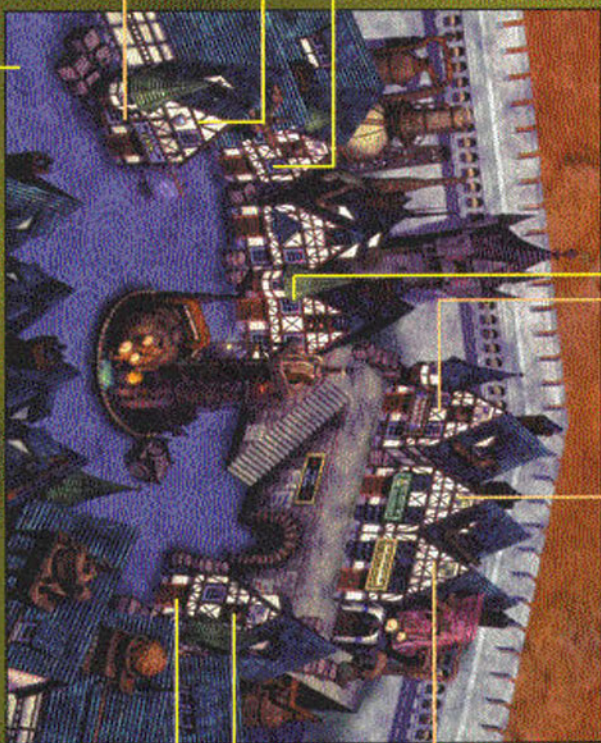
Peacemaker, Guard Source

Materia Shop

"Earth"	1300
"Poison"	1500
"Steal"	1200
"Sense"	1000
"Heal"	1500

Weapon Shop

Mythril Saber	1000
Cannon Ball	950
Mythril Claw	750
Full Metal	
Staff	800
Mythril Armlet	350



Ether

Megalixir

Inn

Rest 60

To World Map

Kalm

Traveler

Ether

THE CHOCOBO RANCH

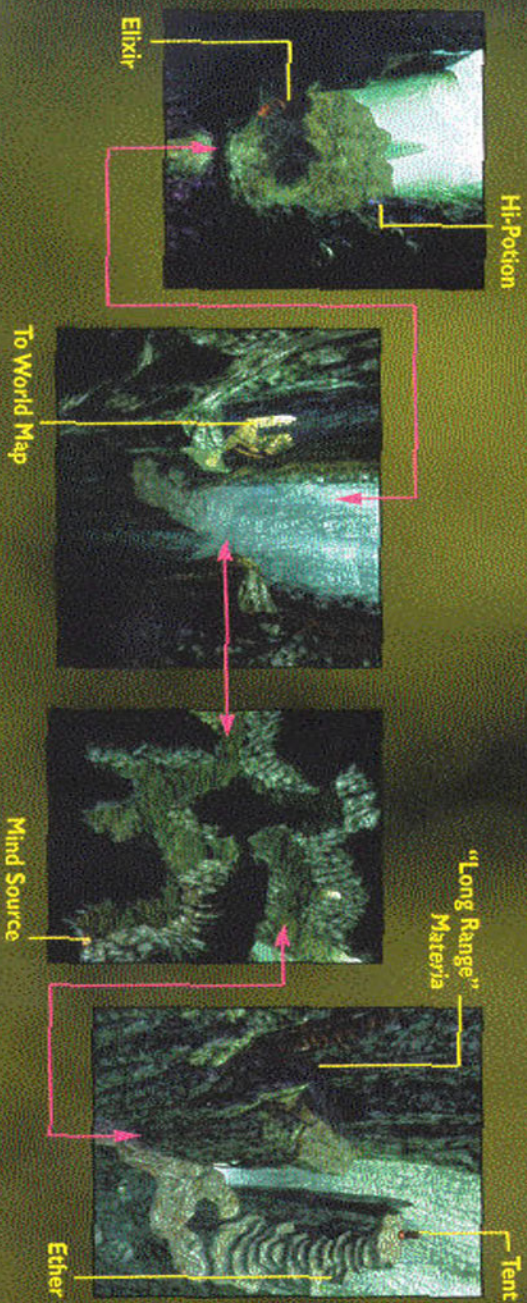
Inn
Rest 100



"Chocobo Lure" Materia

Vegetable Store	
Lasan Nut	600
Saraha Nut	400
Luchille Nut	200
Pepio Nut	100
Mimmet Nut	1500
Curjel Nut	1000
Pahsana	
Greens	800
Tantal Greens	400
Krakka Greens	100

MYTHRIL MINE



FORT CONDOR



Item Shop

Potion	50
Phoenix Down	300
Hyper	100
Tranquilizer	100
Tent	500
Hi-Potion	350
Ether	1,500
S-Mine	1000



Start

Save Point

Materia Shop

"Fire"	600
"Lightning"	600
"Ice"	600
"Restore"	750
"Throw"	10,000
"Manipulate"	10,000
"Deathblow"	10,000
"Destruct"	9,000
"All"	20,000

JUNON HARBOR



Weapon Shop

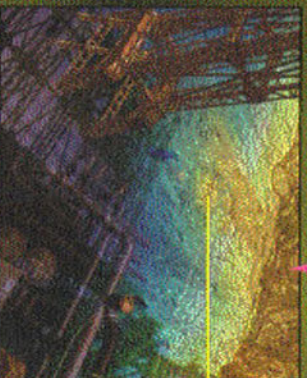
To Elevator	
Mythril Armlet	350
Potion	50
Phoenix Down	300
Grenade	80
Tent	500
	285

To World Map

Inn

Rest

Free



Boss

SHINRA BOAT



Save Point



Inn

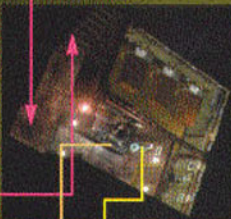
Rest 250
Inn Shop
Phoenix 300
Down 300
Potion 50



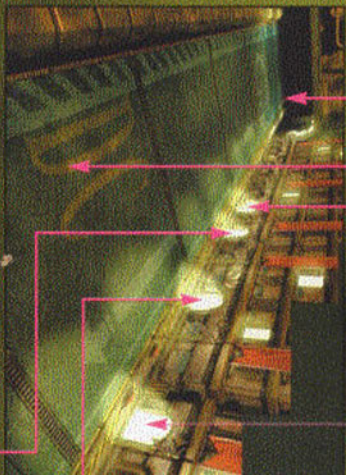
Weapon Shop

Mythril Saber 1000
Cannonball 950
Mythril Claw 750
Full Metal Staff 800
Mythril Clip 800
Atlantic Scissors 1400
Grand Glove 1200
Slaying Staff 1300
Diamond Ring 1300
Boomerang 1400
Yellow M-phone 500
Spear 1200
Tireless 7500
Quickdraw 1000

Save Point



Rest 30
Inn



Inn

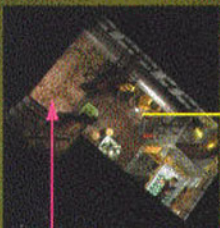
Accessory Shop

Silver Glasses 3000
Headband 3000
Platinum Bangle 1800
Power Soul 4200
Enemy Launcher 1300
Magic Launcher 6000
White M-phone 2300
Black M-phone 2800
Silver M-phone 3300
Sniper CR 3300

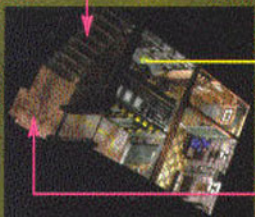
Material Shop

"Fire" 600
"Ice" 600
"Lightning" 600
"Earth" 1500
"Poison" 1500
Noble Bar 2800
Rotten Punch 3200
Wolf's Glove 2200
Hairpin 6000
Superball 3000

1/35 Soldier



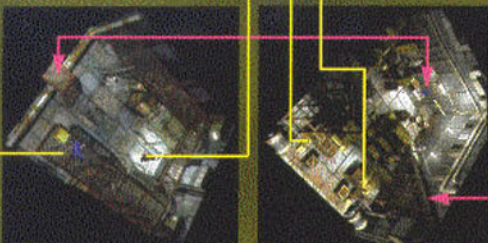
Speed Source



"All" Materia

Ether

Boss



Wind Slash

JUNON

Power Source

"Enemy Skill" Materia

Guard Source

Mind Source

1/35 Soldier Luck Source

Alarm Box

To Upper Junon

To Underwater Reactor

To Upper Junon

To Elevator Save Point

Materia Shop

"Sense"	1000
"Seal"	3000
"Restore"	750
"Heal"	1500
"Revive"	3000

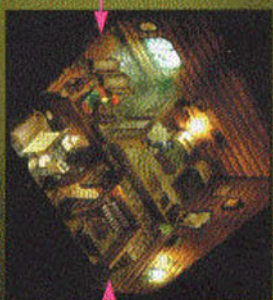
Weapon Shop

Hard Edge	1500
Grand Glove	1200
Atomic	
Scissors	1400
Stinking Staff	1300
Diamond Pin	1300
Boomerang	1300
Rune Blade	3800
Colossal Sword	12000
W/ Machine	
Gun	2000
Drill Arm	2300
Platinum Pin	2700
Kaiser Knuckle	15000
Fairy Tail	2500

Item Shop

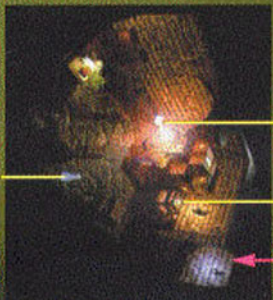
Potion	50
H-Potion	300
Phoenix Down	300
Antidote	80
Eye Drop	50
Echo Screen	100
Hyper	100
Tranquilizer	100
Tent	500
Mind Sleep	2000
Twist Wyper	3200
Viper Halberd	7000
Dragon Lance	6200
Peacemaker	3500
Burntine	6800
Magi Comb	2000
Plus Barrette	3500
Wizard Staff	1800
Wiser Staff	3200

To Junon



Motor Drive

Fire Ring



Power Source

To World
Map

Weapon Shop

Not there on second visit

Poison Bangle 1800*
 Carbon Bangle 800*
 Four Ships 1300*
 Muleator 400*
 Solid Boots 16500
 Cannon 14000
 Spiral Shuriken 14000
 Long Blade R 13500
 Code M-PHONE 1000
 S-Phone 1000

Materia Shop

Not there on second visit

"Heal" 1500*
 "Revive" 3000*
 "Restore" 750*
 "Sail" 3000*
 "Feet" 600
 "Ice" 600
 "Lightning" 600
 "Burst" 1500
 "Growth" 8000
 "Focus" 1500

Rust

Inn

200

Item Shop

Not there on second visit

Poison 50
 H-Potion 200
 Phoenix Down 200
 Soft 150*
 Anticote 80*
 Eye Drop 50*
 M-Potion 100*
 Tranquilizer 100
 Tent 500
 Ether 1500



MT. COREL



Save Point

W Machine Gun



"Transform" Materia

Turbo Ether



Phoenix Down



To World Map



Tent

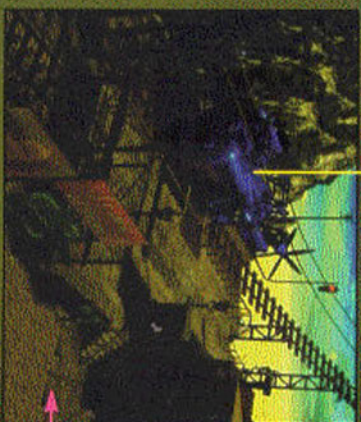
Mind Source

Power Source



To North Corel

NORTH COREL



To Gold Saucer

Tool Shop	
Potion	50
Phoenix Down	300
Tent	500

Inn	
Rest	50

To Mt. Corel

Weapon Shop

Carbon Bangle	800
Force Stealer	2200
Molotov	400

General Store

"Transform" Materia	5000
Maiden's Kiss	150
Molotov	400
Cornucopia	150
Soft	150
Hyper	150
Tranquilizer	100

To World Map

COREL PRISON



Save Point

General Store

Potion

Phoenix Down

Tent

50

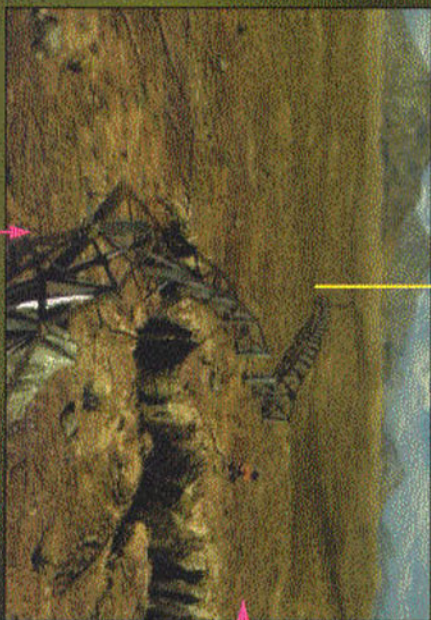
300

500

To Boss



To Desert



GONGAGA VILLAGE

"Deathblow" Materia



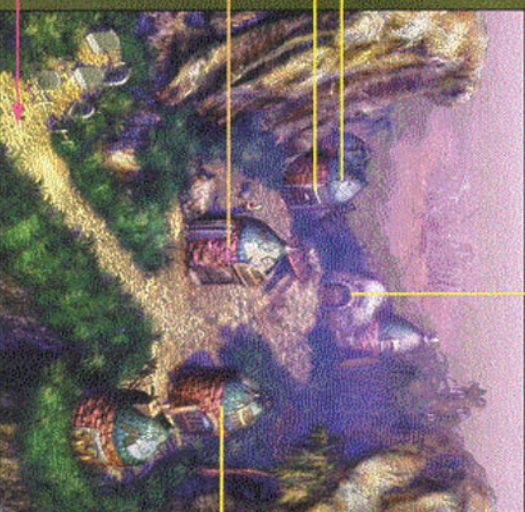
Start

Start

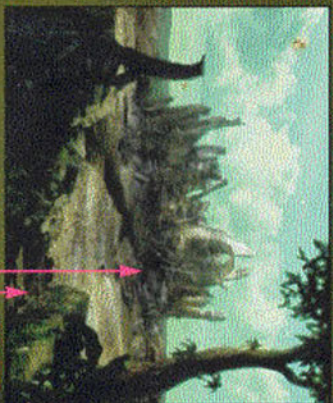
Phoenix Down

Phoenix Down

White M-phone



Item Shop



"Titan" Materia



Accessory Shop

Potion	50
Hi-Potion	300
Phoenix Down	300
Tent	500
Maiden's Kiss	150
Cornucopia	150
Soft	150
Hyper	100
Tranquilizer	100
Weapon Shop	
Hardedge	1500
Grand Glove	1200
Atomic Scissors	1400
Stinking Staff	1300
Diamond Pin	1300
Boomerang	1400
Impaler	500
Shovel	500
Molotov	500

COSMO CANYON



Save Point

Weapon Shop

Butterfly Edge	2800
Tiger Fang	2500
Heavy Vulcan	2700
Prism Staff	2600
Silver Barrette	2500
Pinwheel	2600
Green W-Phone	2400
Silver Armlet	1300



Elxir

General Store

Potion	50
Hi-Potion	300
Phoenix Down	300
Ether	1500
Tent	500
Maiden's Kiss	150
Cornucopia	150
Soft	150
Hyper	100
Tranquilizer	100
Rest	100

To World Map



To Gil Caves



Materia Shop

"MP Plus"	8000
"HP Plus"	8000
"Mystic"	5000
"Transform"	5000



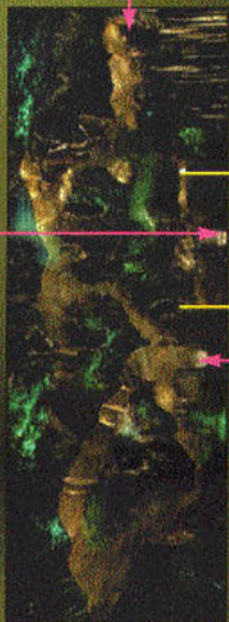
GI CAVE

To
Cosmo
Canyon



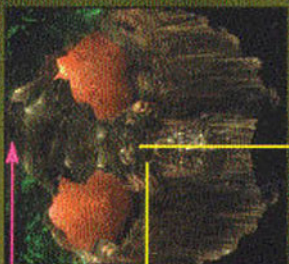
"Added Effect" Materia

Switch

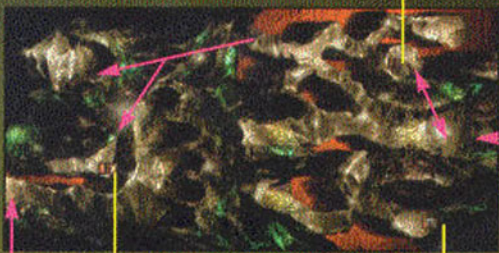


"Gravity" Materia

Boss



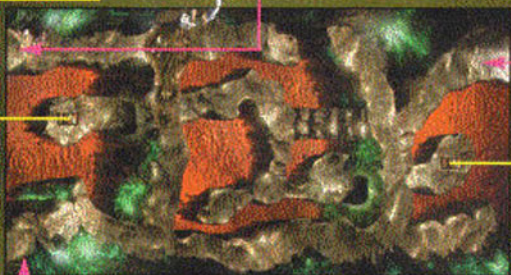
Turbo
Ether



Fairy
Ring

X-Potion

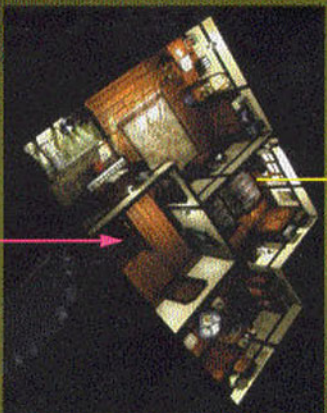
Black
M-Phone



Ether

NIBELHEIM

Platinum Fist



General Store

Portion	50
Hi-Potion	300
Phoenix Down	300
Tent	500

Shinra Mansion

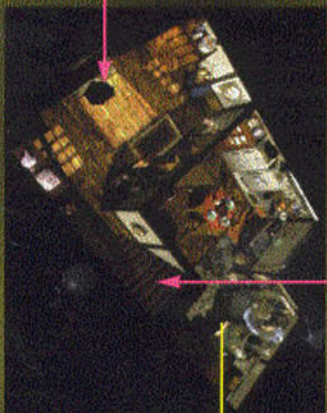
To Mt. Nibel

Elixir

Luck Source
Inn 100

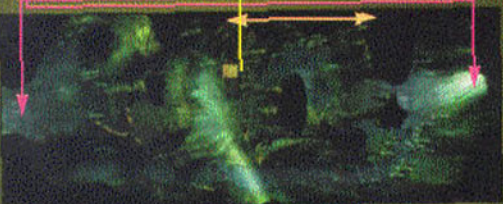
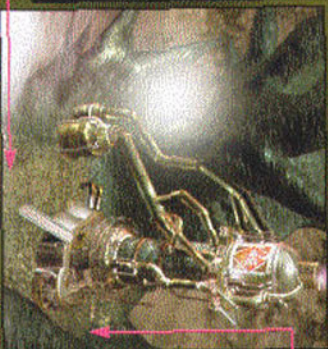
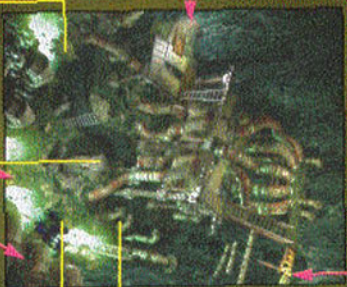


Luck Source



Turbo Ether

MT. NIBEL



ROCKET TOWN

Item Shop
Captain's House

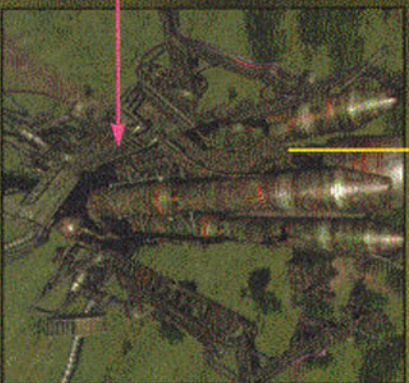
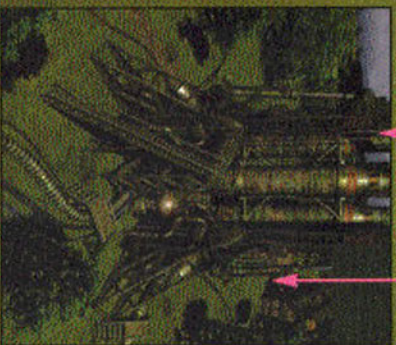
Power Source

Inn

Weapon Shop
To World Map

Drill Arm
To Tiny Bronco

To inside of rocket





Elkair

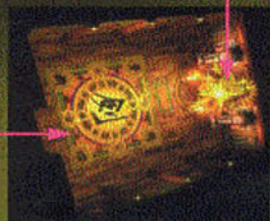
Swift Bolt



Pagoda of the Five Gods



Rest
Inn Free



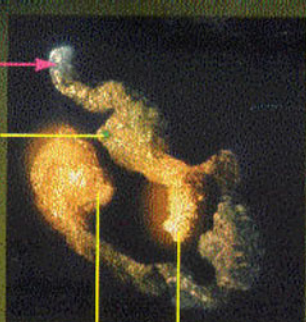
Magic Shuriken



Hairpin



WUTAI



"Steal As Well"

Materia

Dragon Lance



Item Shop

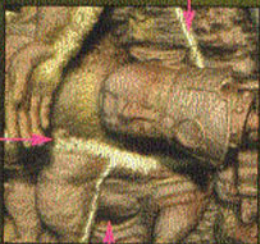
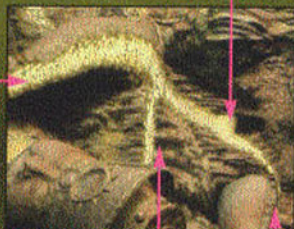
Hi-Potion	300
Phoenix Down	300
Ether	1500
Hyper	100
Tranquilizer	100
Tent	500
Fire Veil	800
Swift Bolt	800
Choco Feather	10,000

Yuffie's House

"HP Absorb"

Materia

Save Point



Weapon Shop

Murasame	6500
Diamond Knuckle	5800
Chainsaw	6300
Aurora Rod	5800
Gold Barette	6000
Slash Lance	6500
Blue M. Phone	5500
Razor Ring	6000
Shortbarrel	6400



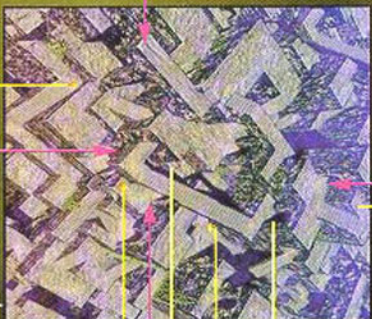
Turtle's Paradise

To World Map

TEMPLE OF THE ANCIENTS



Mind Source



Turbo Ether

Trident

Lucky Plus

Ribbon

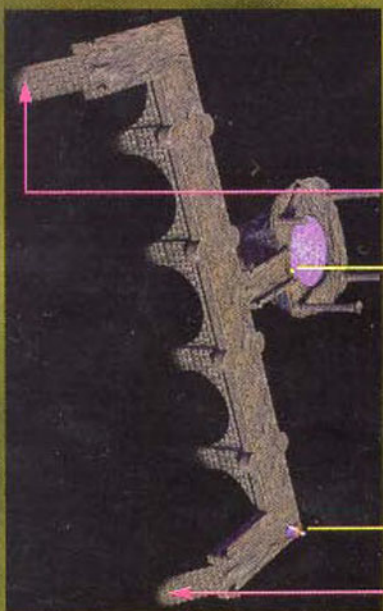
Rocket Punch

"Morph" Materia

Save Point



To World Map



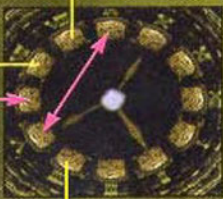
Silver Rifle

Item Shop

Potion	50
Hi-Potion	300
Phoenix Down	300
Ether	1500
Hyper	100
Tranquilizer	100
Maiden's Kiss	150
Tent	500
Rest	Free
Inn	Free

Megalixir

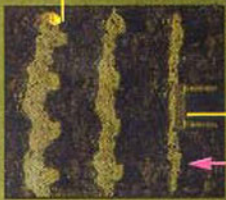
Princess Guard



Trumpet Shell

Black Materia

Work Glove



BONE VILLAGE/SLEEPING FOREST



"Klaka"
Materia

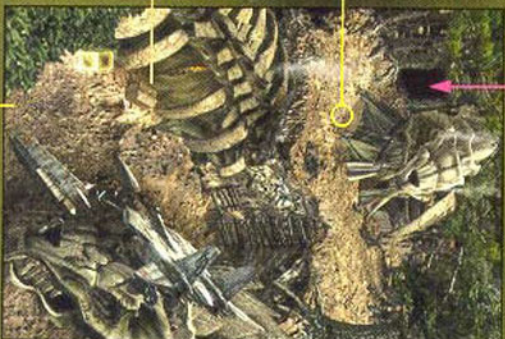


Water
Ring



To
World
Map

Lunar
Harp



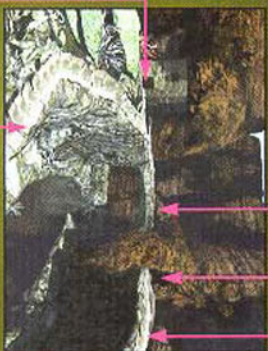
Item Shop	
Diamond Bangle	3200
Rune Armlet	3700
Potion	50
Hi-Potion	300
Phoenix Down	300
Ether	1500
Hyper	100
Tranquilizer	100
Tent	500

To World Map

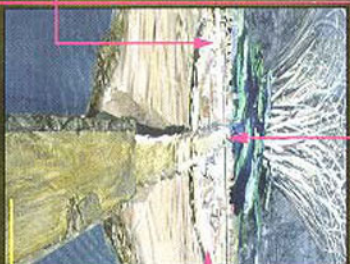
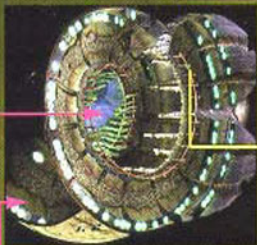
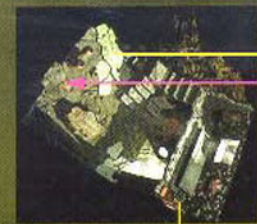
CITY OF THE ANCIENTS



Save Point



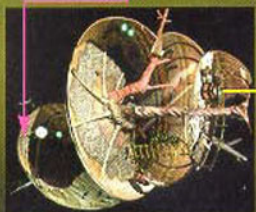
Magic Source
"Comet" Materia



To World Map



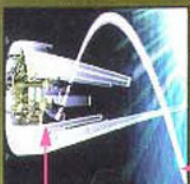
To Corral Valley



Guard Source



Aurora Armlet



Save Point



Boss



"Enemy Skill" Materia

Inn

Elixir

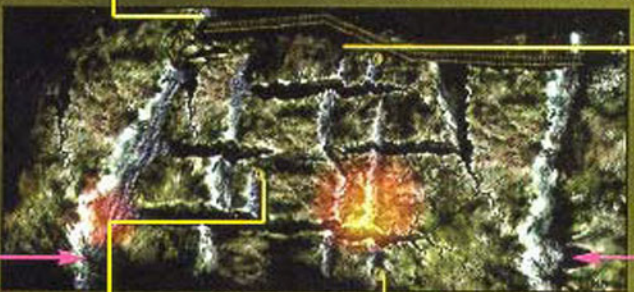
CORRAL VALLEY CAVE



To City
of Ancients

Viper Halberd

"Magic Plus" Materia



Bolt
Armlet



To World Map

Power Source

Megalixir

HypnoCrown

ICICLE INN



Inn



To Slopes

To World Map To World Map

Snowboard



Hero Drink

Glacier Map

Vaccine

Turbo Ether



Weapon Shop

Organics	12,000
Dragon Claw	10,000
Microlaser	12,000
Adamant Clip	11,000
Hawkeye	12,000
Red M-phone	11,000
Mast Ax	13,000
Lanai	12,000
Tent	500
Hi-Potion	300

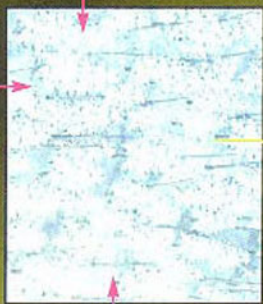
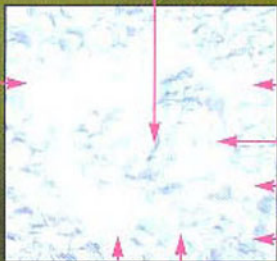


GREAT GLACIER

Elixir



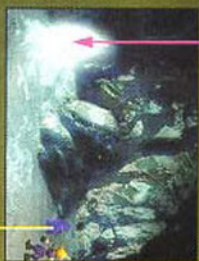
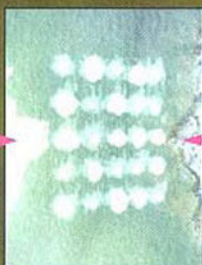
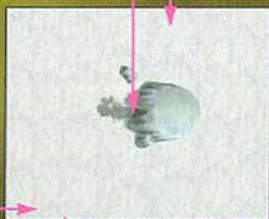
Mind Source



To Icicle Inn

Continues on page 306

Continues on page 306



To World Map

One Way

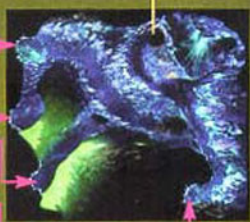
Potion

**Snow Witch/
"Alexander" Materia**

THE GAEA CLIFFS

Weapon Shop

Mythril Rod	370
Metal Knuckle	320
Assault Gun	350
Titan Bangie	280
Mythril Armlet	350



Speed Source Save Point

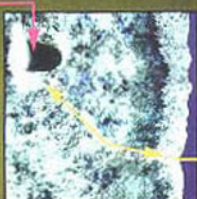


Elixir

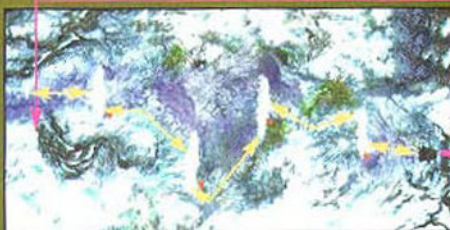


Inn/
Save
Point

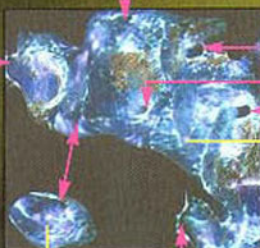
To Great Glacier



To Crater



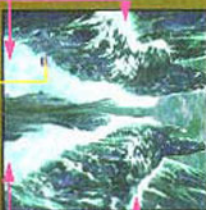
Javelin



Ribbon



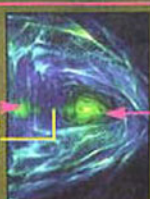
Enhance
Sword



Megalixir



Five
Armlet



Boss



Save Point Healing Pool



THE CRATER

Save Point

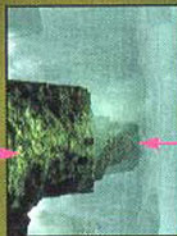
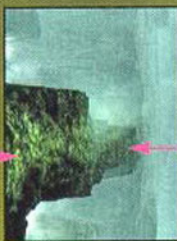
To Gaea
Cliffs

"Neo Bahamut"
Materia

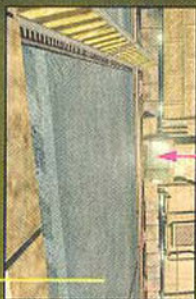
Kaiser
Knuckle

Poison
Ring

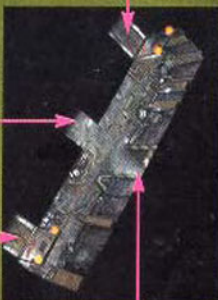
Save Point
"MP
Turbo"
Materia
Boss



UPPER JUNON



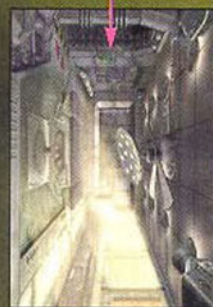
To Lower Junon



To Lower Junon



Inn/Save Point



MIDEEL



Elixir

Inn
Rest Free

Accessory Shop	
Amulet	10,000
Fire Ring	8000
Ice Ring	8000
Bolt Ring	8000
Fairy Ring	7000
Jem Ring	7500
White Cape	5000

Item Shop	
Hi-Potion	300
Phoenix Down	300
Ether	1500
Hyper	100
Tranquilizer	100
Remedy	1000
Tent	500

Materia Shop	
HP Plus	8000
MP Plus	8000
Transform	5000
Gravity	8000
Destruct	9000

Weapon Shop

Crystal Sword	18,000
Crystal Glove	16,000
AM Cannon	18,000
Crystal Comb	17,000
Crystal Cross	18,000
Crystal M-phone	18,000
Partisan	19,000
Winchester	18,000
Crystal Bangle	4,800
Wizard Bracelet	12,000



To World
Map

Item Shop	
Potion	50
Phoenix Down	300
Antidote	80
Tent	500

Accessory Shop	
Amulet	10,000
Fire Ring	8000
Ice Ring	8000
Bolt Ring	8000
Fairy Ring	7000
Jem Ring	7500
White Cape	5000

Materia Shop	
Fire	600
Ice	600
Lightning	600
Restore	750

Crazed Consumer

Crazed Consumer

Crazed Consumer

Materia Shop	
"HP Plus"	8000
"MP Plus"	8000
"Transform"	5000
"Gravity"	8000
"Destruct"	9000

Weapon Shop	
Crystal Sword	18,000
Crystal Glove	16,000
AM Cannon	18,000
Crystal Comb	17,000
Crystal Cross	18,000
Crystal M-phone	18,000
Partisan	19,000
Winchester	18,000
Crystal Bangle	4,800
Wizard Bracelet	12,000

Item Shop	
Hi-Potion	300
Phoenix Down	300
Ether	1500
Hyper	100
Tranquilizer	100
Remedy	1000
Tent	500

UNDERWATER REACTOR

From Junon



Save Point



Save Point



Leviathan Scales

Scimitar



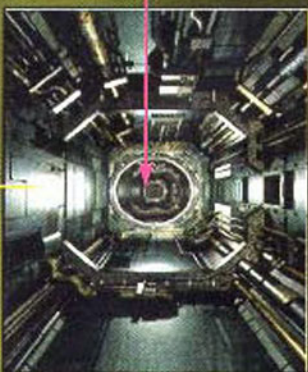
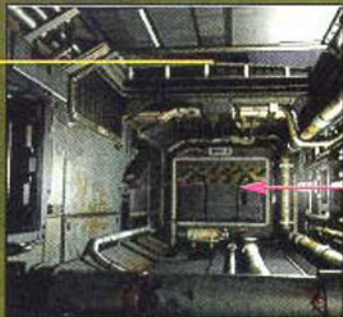
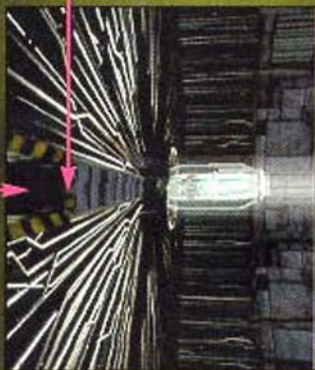
Battle Trumpet



Save Point



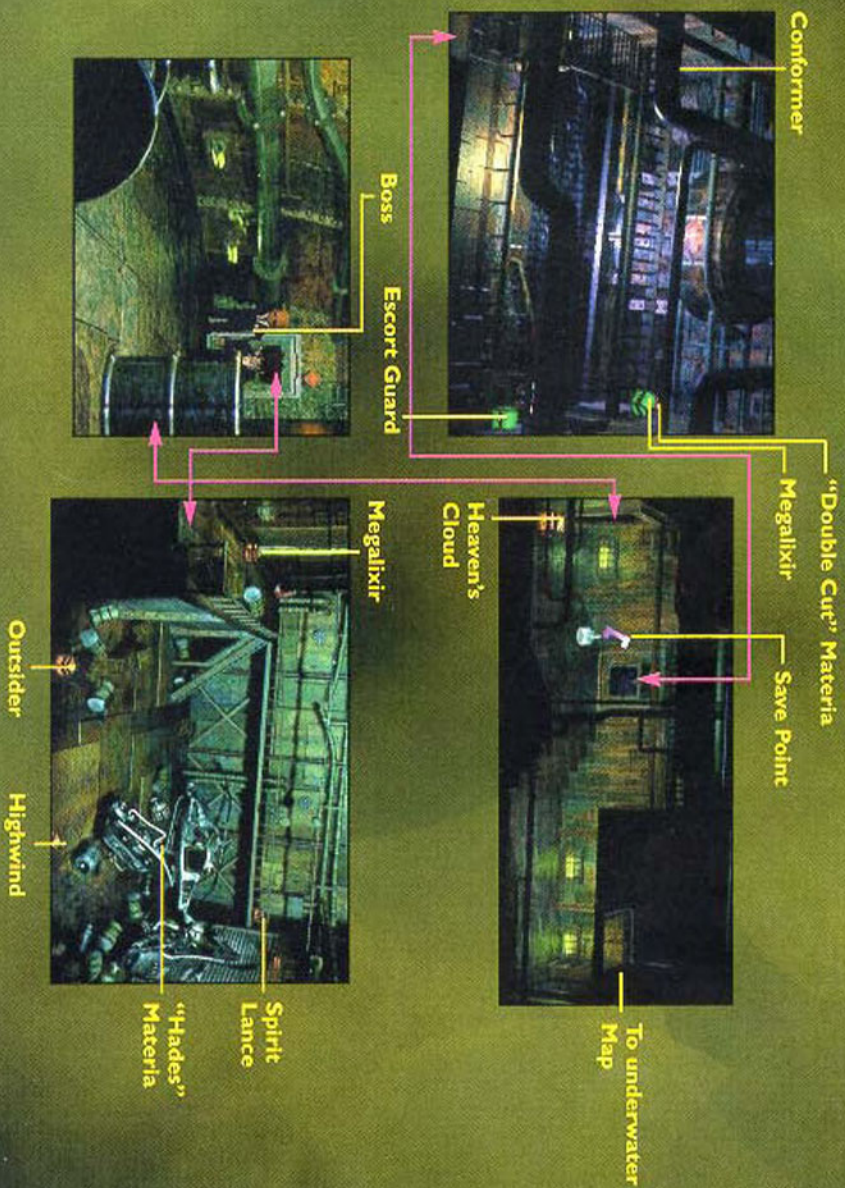
CID'S ROCKET



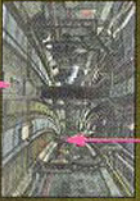
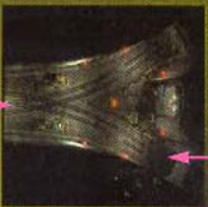
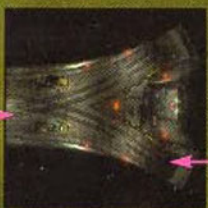
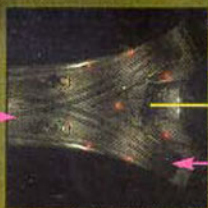
Exit to Rocket
Town

To Escape Pod

CRASHED GELNIKA



Guard Source



Magic Source



Mind Source

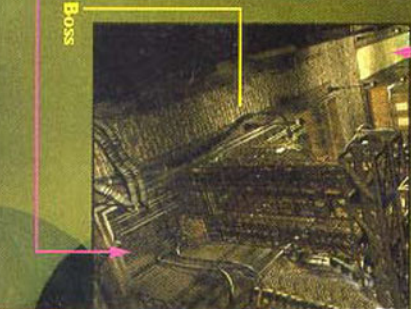
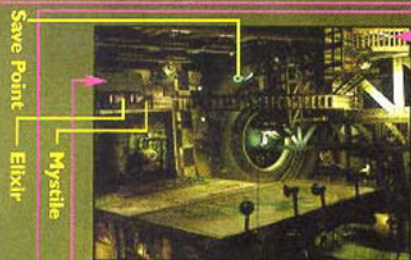
"Welltem"
Save Point
Materia

Missing Score



To Shinra
HQ

Boss



Save Point
Elkixr

Mystile

Boss

RETURN TO MIDGAR



Landing zone



Save Point



Aegis Armlet

Elixir

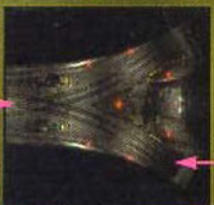
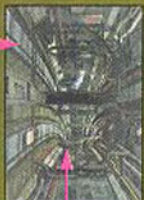
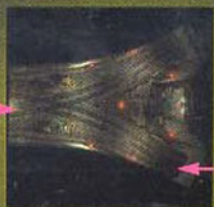
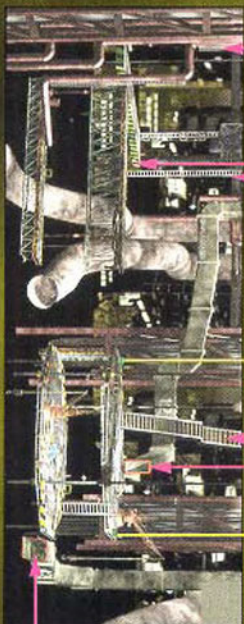
Max Ray

Megalixir

Starlight Phone

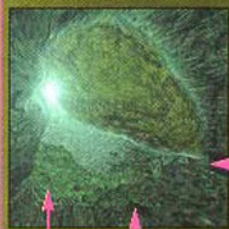
Save Point

Elixir



Boss

Remedy Magic Source



Elixir



Vaccine



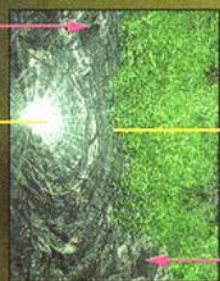
Remedy

X-Potion

Vaccine
"Shield" Materia
Imperial Guard

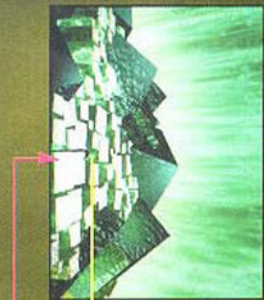


"W/Magic" Materia



Hero Drink

Counter Magic



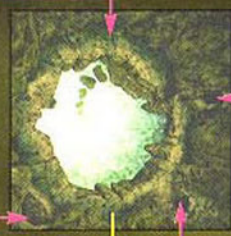
Boss



Luck

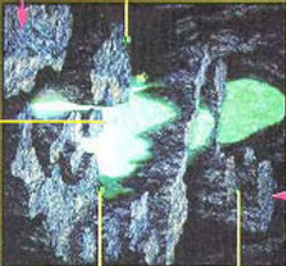
Speed

Source



"Mega All" Materia

Turbo
Ether



X-Potion

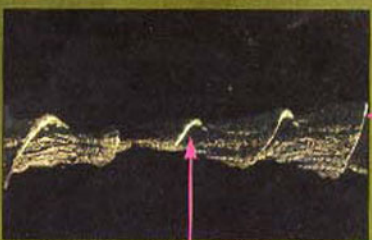


THE FINAL CONFRONTATION

To Highwind

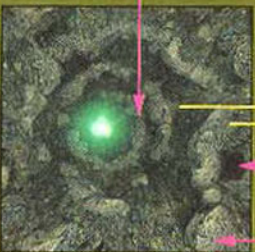


Save Crystal
Guard Source



Mystile
Elixir

"HP Absorb" Materia
Power Source



Elixir



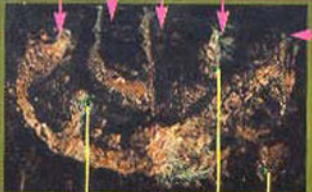
Guard Source
Magic Source
Mind Source



Megalixir

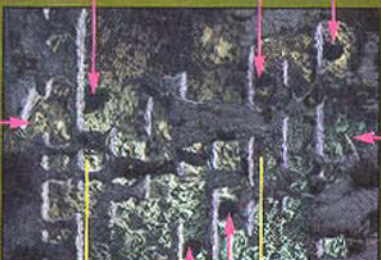


Megalixir
Speed Source
Tetra
Elemental



Power
Source
Megalixir

Guard
Source



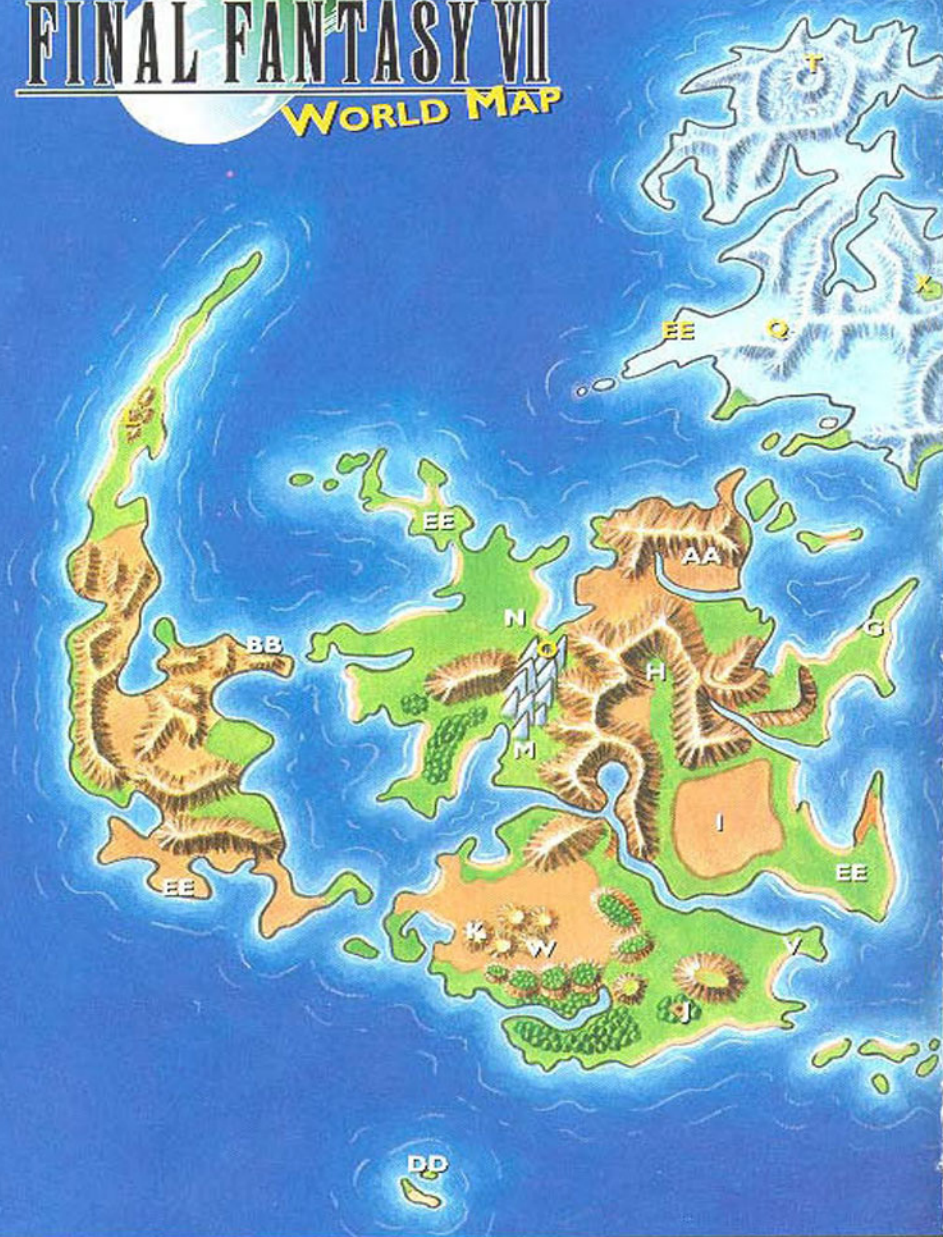
Mind
Source

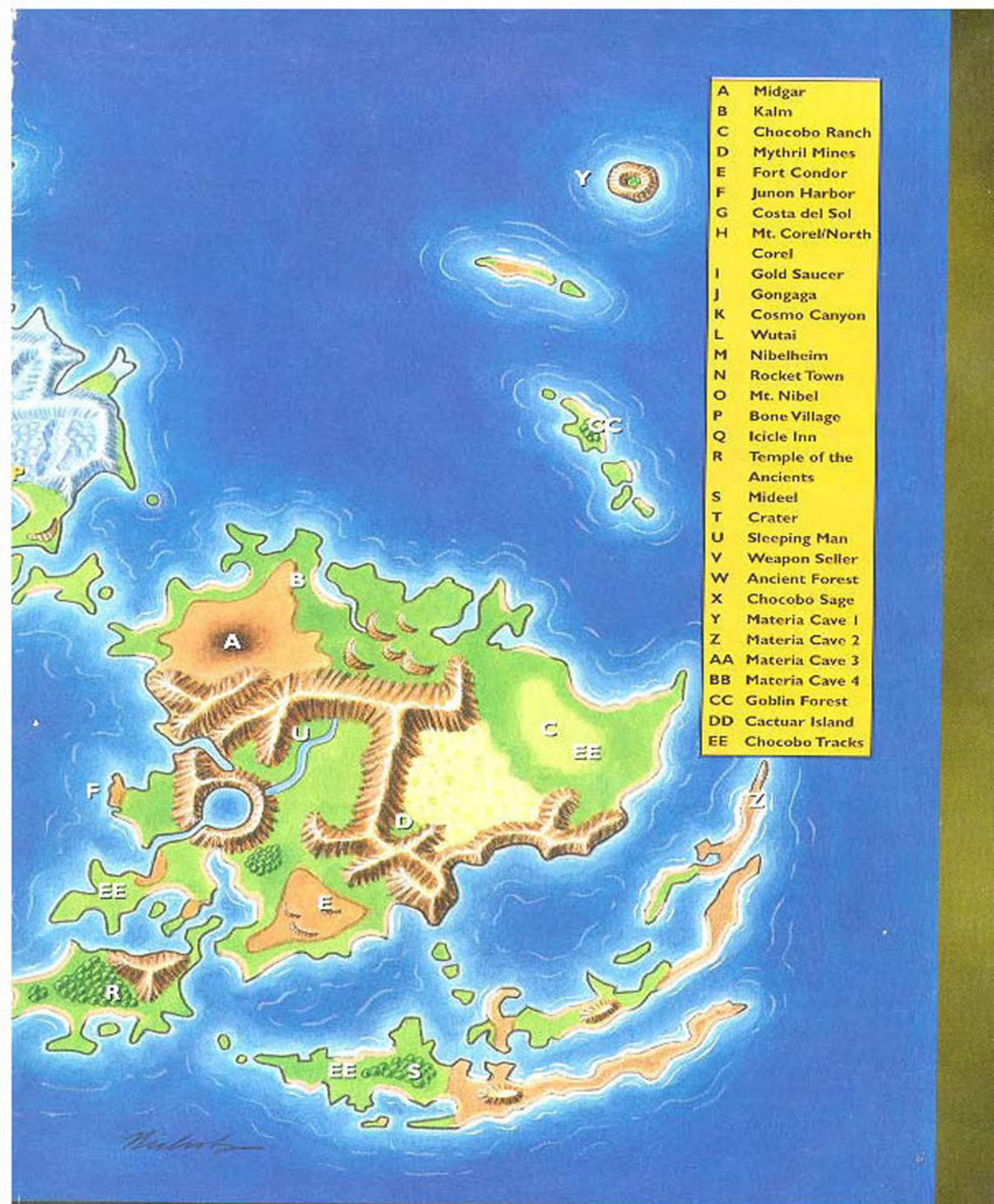
Hero
Drink



FINAL FANTASY VII

WORLD MAP





- A Midgar
- B Kalm
- C Chocobo Ranch
- D Mythril Mines
- E Fort Condor
- F Junon Harbor
- G Costa del Sol
- H Mt. Corel/North Corel
- I Gold Saucer
- J Gongaga
- K Cosmo Canyon
- L Wutai
- M Nibelheim
- N Rocket Town
- O Mt. Nibel
- P Bone Village
- Q Icicle Inn
- R Temple of the Ancients
- S Mideel
- T Crater
- U Sleeping Man
- V Weapon Seller
- W Ancient Forest
- X Chocobo Sage
- Y Materia Cave 1
- Z Materia Cave 2
- AA Materia Cave 3
- BB Materia Cave 4
- CC Goblin Forest
- DD Cactuar Island
- EE Chocobo Tracks

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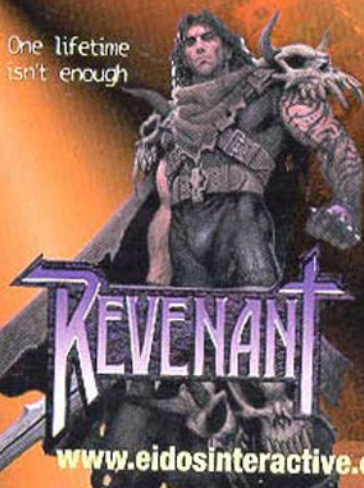
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I N T E R A C T I V E



DAIKATANA

Eventually everyone
must leave the
Kiddie Table



REVENANT

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